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YOUR GUIDE TO EXPLORING THE
WORLD OF POKÉMON GOLD & SILVER!

Advanced Battle Tactics • New Pokémon Profiles • Handy Appearance Charts

VERSUS BOOKS™

VOLUME 16

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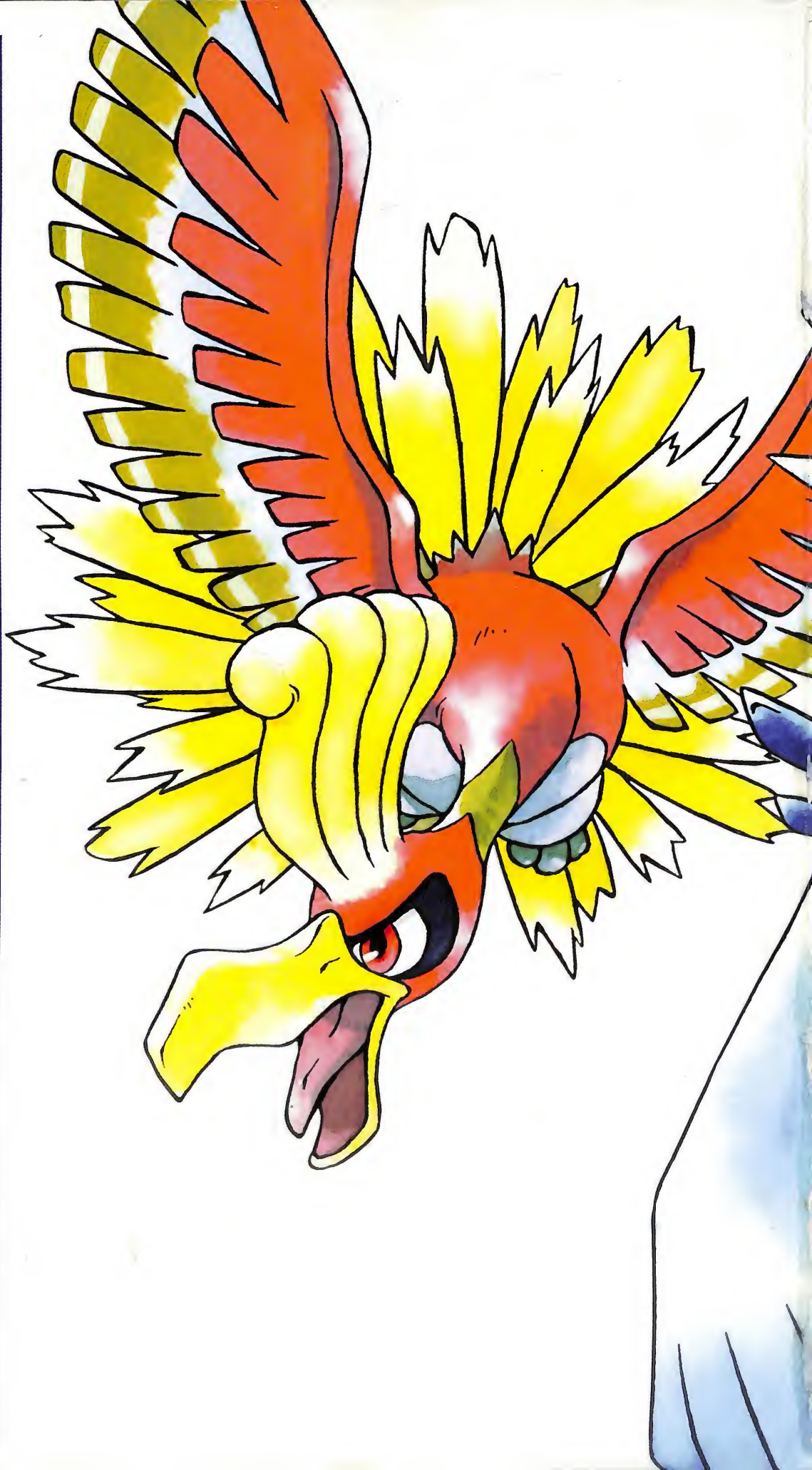
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POKÉMON®



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JOHTO







KANTO

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WHAT'S NEW IN GOLD & SILVER

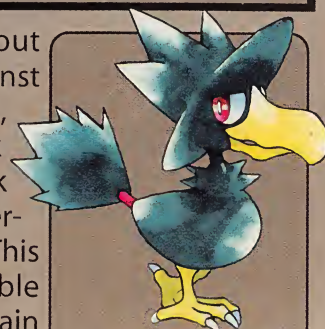
The long awaited Gold and Silver versions of Pokémon are finally here! If you're new to the world of Pokémon, you may want to start by reading the game's instruction manual first. But if you've already mastered Red, Blue, or Yellow, this is a good place to start.

Scores of New Pokémon

In addition to the 151 Pokémon from Red/Blue/Yellow, there are 99 new Pokémon in Gold and Silver, for a total of 250. Six of the new Pokémon are exclusive to each version (as are 4 old Pokémon), for a total of 93 new Pokémon in each version.



now Dark has balanced out Psychic: It's both strong against it and resistant to its effects, and even many non-Dark Pokémon now have Dark attacks. Dark, in turn, is vulnerable to Fighting and Bug. This gives Fighting-type a double boost, since Dark keeps its main enemy (Psychic-type) in check, and is a new type that it's very effective against.



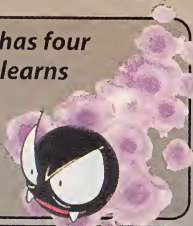
Dark-types like Murkrow are strong against Ghosts and Psychics, and weak to Fighting and Bug.

Steel has a much smaller effect on the game, since there are very few Steel Pokémon and Steel attacks. But it does provide some balance to Ice-types (which are vulnerable to Steel, as are Rock Pokémon), and it also makes Fighting, Fire and Ground Pokémon better, since they are the only types that can effectively penetrate Steel's defenses.

New Moves For All Pokémon

Some of the most exciting Pokémon in Gold and Silver aren't new at all! Virtually all of the Pokémon that were introduced in Red/Blue/Yellow have at

Gastly, for example, has four new techniques and learns techniques like Hypnosis much earlier. See below for the full list.



least one new move, and most learn their best moves many levels earlier than they did before. These changes are almost all for the better, so in most cases you're better off catching new versions of your Pokémon than importing them from your Red/Blue/Yellow game.

Gastly's R/B/Y Move List

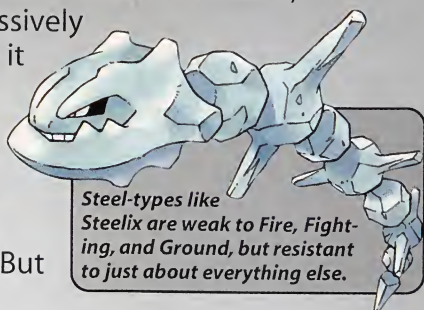
St. Lick
St. Confuse Ray
St. Night Shade
27 Hypnosis
35 Dream Eater

Gastly's G/S Move List

St. Hypnosis
St. Lick
8 Spite
13 Mean Look
16 Curse
21 Night Shade
31 Confuse Ray
39 Dream Eater
48 Destiny Bond

Two New Pokémon Types

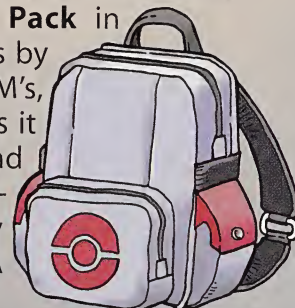
There are two new types in Pokémon Gold and Silver: **Steel** and **Dark**. In Red/Blue/Yellow, Psychic was an excessively powerful type, since it was strong against common Fighting and Poison-types but was really weak only to seldom seen Bug-type attacks. But



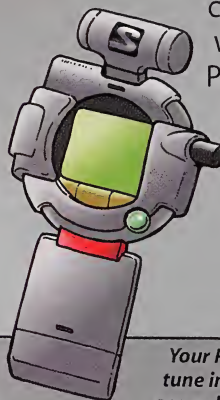
Steel-types like Steelix are weak to Fire, Fighting, and Ground, but resistant to just about everything else.

The New Pack and PokéGear

The new multi-compartment **Pack** in Gold/Silver separates your items by compartments: Items, TM's/HM's, Balls, and Key Items. This makes it possible to stay organized, and eliminates the need to constantly reorganize your inventory with the Pokémon Center PC's. A very handy item.



While the Pack is an upgrade, the **PokéGear** is all new. At the beginning of the game, it can be used only as a watch and phone, but as you get new expansion cards, you can add a Town Map and Radio Features. We'll cover these in more detail in the walk-through, but the phone aspect is particularly handy. When you defeat certain trainers, you can trade phone numbers. They'll then call you to chat, challenge you, or tell you when and where you can catch rare Pokémon! And if you get stuck, you can always call major game characters like Professor Elm or Bill for advice.



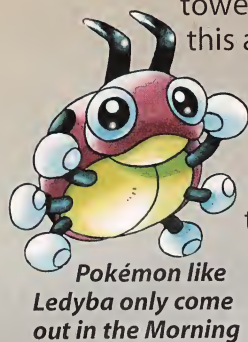
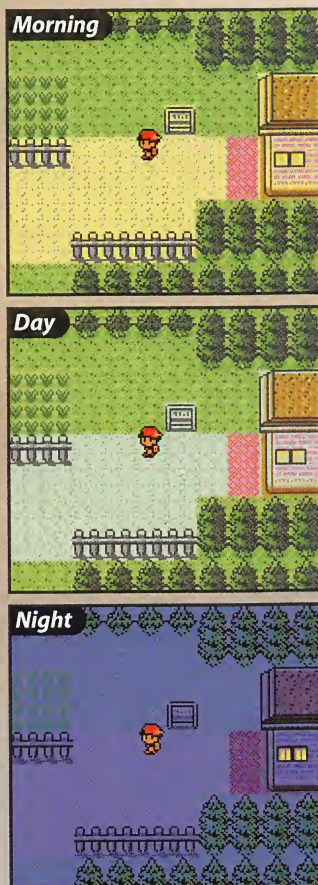
Your PokéGear can tune into radio programs like Professor Oak's Pokémon Talk. On this program, Prof. Oak and Mary discuss which Pokémon appear in which Routes.



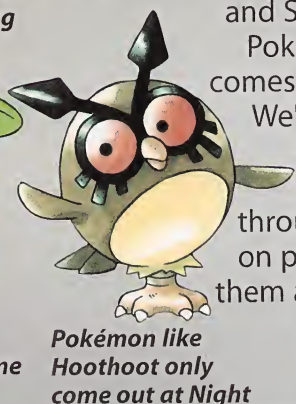
The Internal Clock

The biggest change in the world of Gold and Silver is the addition of Morning and Night, and the days of the week. The game does not keep track of any other date information, so there are no events that happen only in certain months, for example.

The Day Cycle - Virtually all shops and characters can be visited at any time of day or night. The main impact of the day cycle is in the Pokémon you encounter; You'll find different Pokémon in the same areas at different times of day. This is usually only true in outside areas, but there are certain caves, dungeons and towers where this also occurs.



The Week Cycle - Some events happen only on certain days of the week. For example, there is a shop that is only open on weekends; a bug-catching contest that is held only on Tuesdays, Thursdays, and Saturdays; and a Pokémon that only comes out on Fridays!



We'll cover each of these events in the walk-through (beginning on page 15) and list them all in a calendar in the back of the book.

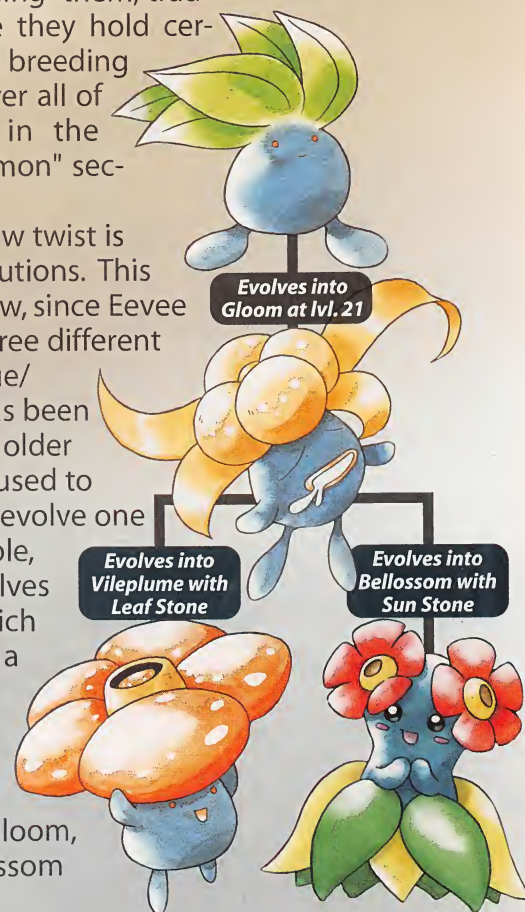


Certain characters can only be found one day out of the week. This field is empty every day but Tuesday, when Tuscany makes a rare appearance.

New Methods of Evolution

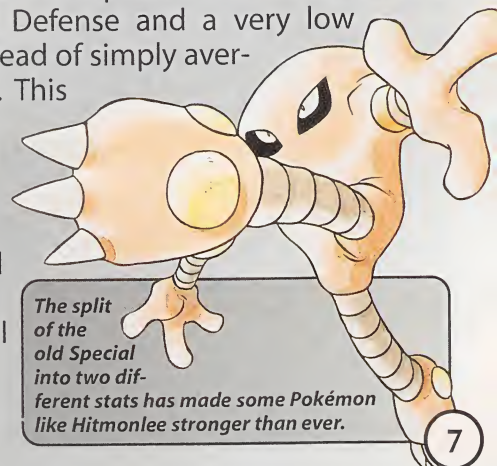
This is another massive change. In Pokémon Red/Blue/Yellow, you could evolve Pokémon in one of three ways: By leveling them up, by trading them, or by using Element Stones. Now there are three new ways: "Taming" them, trading them while they hold certain items, and breeding them. We'll cover all of this in detail in the "Evolving Pokémon" section.

One other new twist is multi-path evolutions. This actually isn't new, since Eevee could evolve three different ways in Red/Blue/Yellow, but it has been added to many older Pokémon who used to only be able to evolve one way. For example, Oddish still evolves into Gloom, which can evolve into a Vileplume with the Leaf Stone. But now you can also use a Sun Stone on Gloom, and get a Bellossom instead!



The New Special Defense Stat

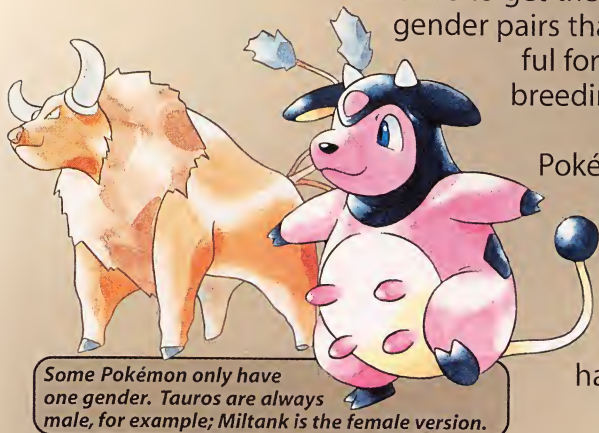
In Red/Blue/Yellow, there was a stat called "Special" that determined both the damage of a Pokémon's Special-type attacks and its defense against such attacks. That stat has now been broken up into two stats: Special Attack and Special Defense. We'll cover these more on page 13, but it's something to be aware of as you catch or import old Pokémon. This has had a big effect on the utility of some of the older Pokémon. For example, Hitmonlee now has a very high Special Defense and a very low Special Attack, instead of simply average scores in both. This is great news for Hitmonlee, since it has no Special Attacks, but can now better defend itself against its opponents' Special Attacks.



Most Pokémon Have a Gender

Just as there were male and female Nidoran in Red/Blue/Yellow, now there are Male and Female versions of (almost) every Pokémon. You'll find that most of the Pokémon in your game pack are of one particular gender, so it's easiest to trade with

friends to get the opposite-gender pairs that are useful for Pokémon breeding. By the way, male Pokémon tend to have a higher Attack, while females have higher Defense.



Some Pokémon only have one gender. Tauros are always male, for example; Miltank is the female version.

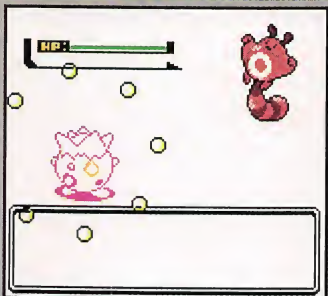
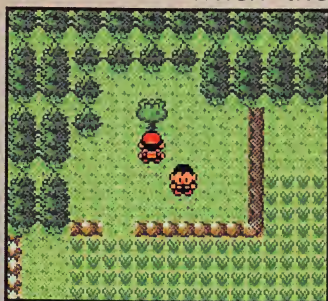
Pokémon Can Equip Items

In Gold and Silver, each Pokémon can hold one item. While they can be made to hold anything, there are two types of items that will actually help them out:

Berries - There are a ton of different



Berries in Gold and Silver. The basic Berry automatically heals 10 HP when the Pokémon that holds it is wounded (and falls into the yellow zone).



Other Berries will activate when the Pokémon holding them is Confused, Paralyzed, etc. Using a Berry does not cost that Pokémon a turn. You can also use Berries outside of battle, just like Potions or other items. Berries can't be bought, but you can find them in trees once per day, or in the possession of certain wild Pokémon.

Hold Items - These are items that have an effect on the Pokémon that holds it, but are not used up. For example, Leftovers refills a little bit of HP every turn to the Pokémon that holds it. Other items, like Charcoal or the Pink Bow, strengthen the attack power of all techniques of a certain type (for example, Fire for Charcoal, and Normal for Pink Bow).



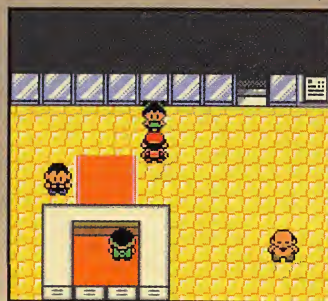
Make sure to give these valuable items to the Pokémon they are best suited for!

New "Mystery Gift"

If you're playing on a Game Boy® Color, you can use this new feature to get up to five free, potentially valuable items a day! To activate this feature:

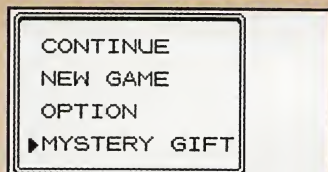


1. Play until you get to Goldenrod City (page 34), speak to the girl in the fifth floor of the Goldenrod Department Store (shown here), and save your game.

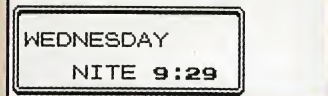


2. Find a friend who has done the same.

3. Place the infrared sensors of your Game Boy® Colors within a few inches of each other, and choose the "Mystery Gift" option from the initial menu that appears on power up.



4. You'll each receive an item randomly selected from the Mystery Gift list! You can do this with the same friend every day (but only once a day), or with different friends up to five times a day. You can also do it with a Pokémon Pikachu™ 2 GS, and as often as you like. But instead of being random, the item is based on the wattage of the Pokémon Pikachu™ 2 GS.



Many of the items you'll get this way are "decorations" that you can use to customize your character's room, like the dolls shown here. But you can also get valuable items like Elemental Stones this way.



And So Much More...

Where to begin? There are two new HM's (Whirlpool and Waterfall), dozens of new attacks, useful out-of-battle moves like Rock Smash and Headbutt, all new TM's, cool new items, alternative color Pokémon (see page 57), a mysterious (but non-threatening) Pokémon Virus, and much more! Experiment, discuss with your friends, and enjoy!



CATCHING THEM ALL

Catching Wild Pokémon

Walking in Grass



Surfing on Water



Fishing



Using Headbutt



Using Rock Smash

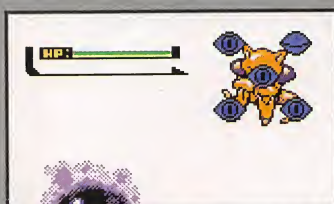


You'll get the vast majority of Pokémon by catching them in the wild. There are now five ways to get into random confrontations with Pokémon: Walking in grass (or in dungeons), Surfing on water, fishing, Headbutt-ing small trees, and Rock Smash-ing rocks.

When you run into a Pokémon, the process is always the same: Weaken the Pokémon as much as you can without knocking it out, then try to catch it using a Ball. Paralyzing, Freezing, or putting a Pokémon to Sleep also makes them easier to catch.

There are a few new moves that will aid in your capturing of wild Pokémon. They include **Mean Look** and **Spider Web**, two identical moves that prevent Pokémon from escaping. This is invaluable against Pokémon like Abra and Natu that attempt to escape as soon as the battle begins. The other is **False Swipe**, an attack that always leaves the opponent with one HP, getting it as close to fainting as possible without ever K.O.'ing it. With these three techniques at your disposal, wild Pokémon are a lot easier to catch!

Good Skills for Catching Pokémon



Mean Look keeps Pokémon like Abra from escaping, and stops certain escape moves like Teleport (but not Roar).

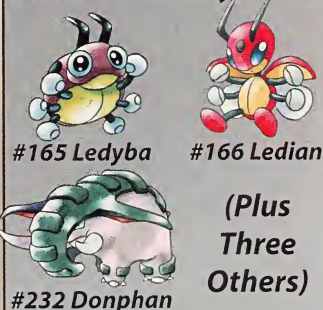


False Swipe will (eventually) reduce a Pokémon down to 1 HP, but never K.O. it. Even weak balls can capture 1 HP Pokémon fairly easily.

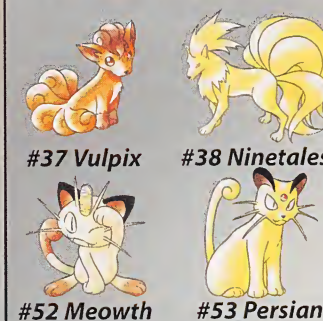
Trading for Pokémon

You can't catch every Pokémon in every version. There are Pokémon that exist only in Gold that exist only in Silver (four of each set, however, can be traded from Red/Blue/Yellow). To get these Pokémon, you'll need to trade with someone who has the other version. While all the other Pokémon do appear in both versions, they may be easier to get in one or the other. For example, Gold players

New Pokémon Only in Silver



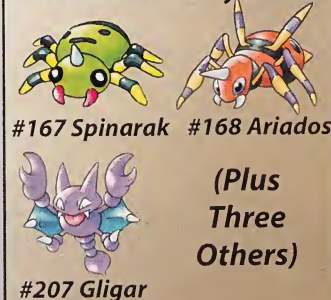
Pokémon Only in Silver



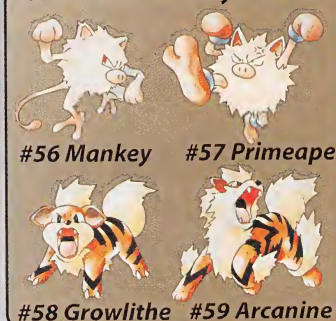
can simply catch a Sandshrew, while Silver players will have to buy one at the Game corner.

When you trade a Pokémon with someone, they still get credit for having caught it, so you may also want to trade with your friends for rare Pokémon like Porygon, the other two starters, the other two "Hitmon", and the hard-to-catch Legendary Pokémon (page 44).

New Pokémon Only in Gold



Old Pokémon Only in Gold



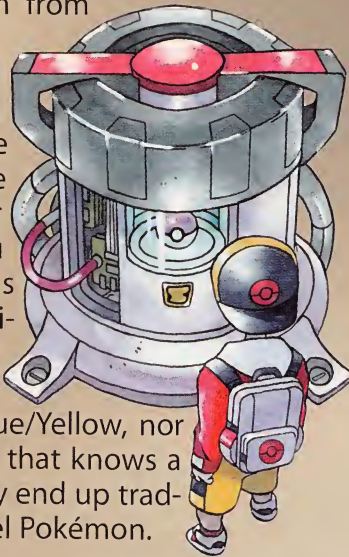
Pokémon That Cannot Be Caught in Gold or Silver



Using the Time Capsule

Even if you diligently trade between Gold and Silver, you'll be missing some Pokémon. That's because not all of the Pokémon from Red/Blue/Yellow appear in Gold and Silver (see the list on the bottom of page 9). To complete your Pokédex, you'll either have to trade for these Pokémon from a friend's Red/Yellow/Blue game or bring them from your own.

That means using the **Time Capsule**. When you enter Ecruteak City (see page 42), the Time Capsule in each Pokémon Center will be repaired, and you can begin trading across time. But there are conditions: You can't trade any new Pokémon (number 152 and up) into Red/Blue/Yellow, nor can you trade a Pokémon that knows a new move. So you'll mostly end up trading freshly caught, low-level Pokémon.



Pokémon "Swarms"

If you're patient, you can finally say goodbye to the days of wandering aimlessly through tall grass in the hopes of running into a super-rare Pokémon. There are only a handful (six, to be exact) of these super-rare Pokémon in Gold and Silver, and there's now a smarter way to catch them. Simply beat certain trainers as you progress (they'll be noted in the walkthrough), and they'll offer to trade phone numbers with you. Accept, and eventually they may call to inform you that a certain area is suddenly swarming with a certain Pokémon that had been too rare to catch earlier! No one knows what makes these Pokémon suddenly come out in force for an hour or two every week or so, but if you hightail it over there, you can catch one easily!

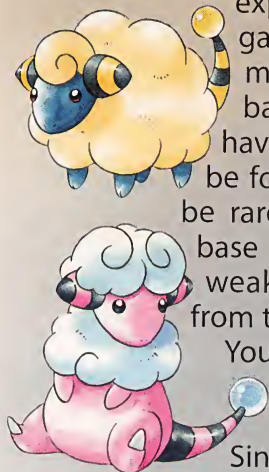


Marowak and Snubbull are among the Pokémon that can only be easily caught during swarms.

EVOLVING YOUR POKÉMON

Leveling Up Pokémon

Most Pokémon evolve into new forms as they gain experience. Since EXP can only be gained in battle, you'll need to spend many hours using your Pokémon in battle to evolve them. Pokémon that have evolved by level can occasionally be found in the wild, but they tend to be rarer and harder to catch than the base forms. They're also likely to be weaker than Pokémon hand-raised from the lowest form of evolution.



You can prevent any Pokémon from evolving this way by pressing the B Button on the evolution screen. Since evolved Pokémon learn techniques more slowly than their unevolved forms do, it sometimes pays to be patient and not evolve them until you're ready. But be aware that some Pokémon can only learn moves if you let them evolve immediately! And of course, the boost in strength

New Pokémon like Mareep, Flaaffy (at level 15) and Ampharos (at level 31) evolve the old-fashioned way. Don't delay the process, or Ampharos will never learn its level 31 move, Thunder Punch!

most Pokémon enjoy when they evolve is pretty tempting too.

Evolving With Stones

Many Pokémon evolved with stones in Red/Blue/Yellow, and all of these Pokémon (listed here) still evolve the same way. The only problem is that Elemental Stones are very rare in Gold and Silver, so you're better off importing these Pokémon from your old game whenever possible.

The **Sun Stone** is the only new stone in Gold/Silver, and fortunately, it isn't so rare. You can earn one every time you win the Bug Catching Contest (see page 40), and use it to evolve your Sunkern and Gloom. There are no new Pokémon that evolve with the Thunder, Fire, Water, Leaf or Moon Stones.

As before, Pokémon that evolve with stones may lose their ability to learn certain techniques. But this

Thunder Stone



#26 Raichu
(from Pikachu)

#135 Jolteon
(from Eevee)

Fire Stone



#59 Arcanine
(from Growlithe)

#38 Ninetales
(from Vulpix)

#136 Flareon
(from Eevee)

Water Stone



#62 Poliwhirl
(from Poliwhirl)

#91 Cloyster
(from Shellder)

#121 Staryu
(from Staryu)

#134 Vaporeon
(from Eevee)

Moon Stone

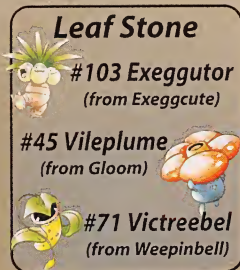


#31 Nidoqueen
(from Nidorina)

#34 Nidoking
(from Nidorino)

#36 Clefable
(from Clefairy)

#40 Wigglytuff
(from Jigglypuff)



Arcanine and Ninetales suddenly learning a decent late-game technique or two.

problem isn't as severe as it was in Red/Blue/Yellow, when most Stone-evolved Pokémon couldn't ever learn any new moves! You may be surprised to find even your imported, stone-evolved Pokémon like



Trading Pokémon

As in Red/Blue/Yellow, **Alakazam**, **Machop**, **Golem** and **Gengar** can only be acquired by trading their second stage evolutions. These final evolutions never appear in the wild, so if you can't find someone to trade them to, you'll never get your hands on them. Unlike Pokémon that evolve with Stones, traded Pokémon learn the same techniques as unevolved ones, and at the same rate, so there is no reason not to trade them off as soon as you can.

Trading With Items



Several new Pokémon in Gold/Silver also evolve by being traded... but only if they're holding the right item! For example, if your Slowbro is holding a King's Rock when you trade it to a friend, your friend will end up with a new Pokémon, Slowking. Many of these traded Pokémon learn different moves at different levels. For example, only Slowking can learn Snore, and it will learn Psychic six levels sooner than Slowpoke, but it will not be able to learn certain Slowpoke moves like Amnesia and Withdraw. But in almost all cases, your best

Slowpoke becomes Slowbro at level 37, and after that you can trade it with the King's Rock to evolve it into Slowking.

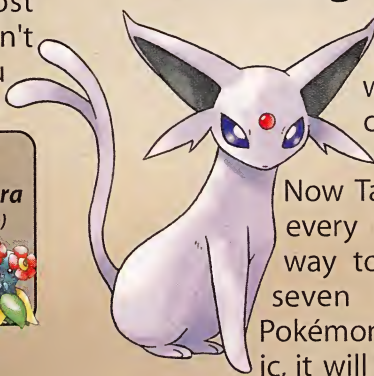
bet is still to trade as soon as possible.

Some Notes About Trading

Trading is an important part of Pokémon. But keep in mind the following things when you trade:

- You DO keep Pokédex registration for having caught a Pokémon after you trade it. So by trading a Pokémon to a friend, you both get credit for having caught it, regardless of whether he/she trades it back or not.
- You do NOT get Pokédex registration for the earlier evolutions of traded Pokémon. So if your friend trades you his/her Meganium, you'll still be missing Chikorita and Bayleef. When trading rare Pokémon that evolve, trade them (and then trade them back if necessary) at every stage of their evolution.

Evolving by Tameless



Pure Psychic
Espeon (#196)

The concept of "Tameless" was introduced in Yellow, where your Pikachu would change its facial expression based on how you treated it.

Now Tameless is a hidden stat for every Pokémon, and it's the only way to get the evolved forms of seven Pokémon. When your Pokémon becomes positively euphoric, it will evolve the next time it goes up a level. Be forewarned: Making a Pokémon tame

enough to evolve takes days of constant pampering.

This process is how you

Things that improve your Pokémon's Tameless include:

- Using it in battle
- Leveling it up
- Giving it items to hold
- Using healing items on it
- Taking it to the Goldenrod Pokémon Salon (p. 36)

Things that worsen your Pokémon's Tameless include:

- Leaving it in a PC Box
- Using "Bitter" items on it
- Not healing it when sick or wounded
- Leaving it in the Fainted condition



Pure Dark Umbreon (#197)

can get Espeon and Umbreon, the two new Eevee evolutions. You get Espeon if your happy little Eevee evolves during the morning or day, and Umbreon if it evolves

at night.



This woman in Goldenrod City (see page 34) will say different things depending on the mood of your Pokémon. If she says "It really seems to trust you," you know it will evolve soon!

• You'll need the appropriate Badge to control traded Pokémon. If you think you can streak through the game with your Mewtwo, you'll be in for a nasty surprise when it just falls asleep at the start of every battle. Each Badge increases (by around 10) the level of Pokémon you can control successfully, so don't try to get ahead of things. If you're determined to cheat, you can trade your Pokémon to a friend and have him/her teach it TM's and HM's you don't have yet, and then trade them back.

• Traded Pokémon gain EXP quicker, by about 50%, so trading back and forth is a good way to level up Pokémon quickly. But beware: Traded Pokémon get fewer stat points each time they level up.

BREEDING POKÉMON

New Baby Pokémon!

Not only can you use the new breeding system to get multiple copies of desirable Pokémon like Eevee, but it's also the *only* way to get a bunch of new "baby" Pokémon like Elekid and Pichu.

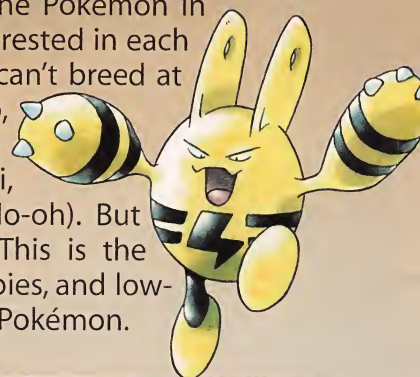
To breed a Pokémon, you need to bring a pair of opposite gender Pokémon to the Day-Care (see page 32) and leave them in the care of the elderly couple. If the two Pokémon get along, you may come back and be presented with an egg by the old man. Walk around with that egg for a couple of hours, and eventually it will hatch into a level 5 Pokémon.

For example, to get an Elekid (shown to the right), you'll first need to capture full grown Electabuzzes.



Ideally, you'll get a pair, but that isn't necessary. You could breed a single Electabuzz with a similar Pokémon of the opposite gender (try ones of the same type, like Pikachu and Mareep, or Pokémon that look physically similar, like Magmar), but the Pokémon that hatches may be of *that* species. So your other option is to throw in a Ditto: It can breed with almost anything of either gender!

Some Pokémon pairs just won't breed, no matter how hard you try (talk to the Pokémon in the pen to see if they're interested in each other), and some Pokémon can't breed at all (that includes Mewtwo, Mew, the Legendary Birds from Red/Blue/Yellow, Entei, Raikou, Suicune, Lugia and Ho-oh). But definitely do experiment... This is the only way to get the new babies, and low-level versions of most other Pokémon.



RAISING CHAMPION POKÉMON

Start With a Strong Pokémon

Any two Cyndaquil will learn the same moves at the same levels, but they may have significantly different strengths. Start a game, pick your starter, check out its stats, and then restart and pick the same Pokémon again. Odds are that at least one or two of its stats will be a bit higher or lower than they were before. So sometimes it pays to catch a number of the same Pokémon, since some will be faster, some will be stronger, some will be tougher, and some will simply be weaker in all categories. In fact, two Pokémon of the same species differ from each other *more* in Gold and Silver than they did in Red/Blue/Yellow. If you're trying to raise a champion, start with champion material.

It's also important to start with a Pokémon of the lowest level possible. A level 20 Flaaffy that you evolved from a level 5 Mareep will be much stronger than a level 20 Flaaffy in the wild. Wild Pokémon may also have lost useful moves as they've grown—a wild Kakuna only knows how to Harden, but one you raised from a Weedle will remember how to use Tackle and String Shot.

If you really want to raise tournament class Pokémon, breed them! Pokémon raised from eggs will grow into even higher stats, and may learn techniques they couldn't learn otherwise.

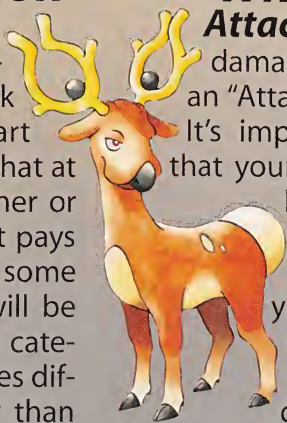
What the Stats Mean

Attack - This stat affects the amount of damage your Pokémon deal when they use an "Attack Type" attack (see the chart below).

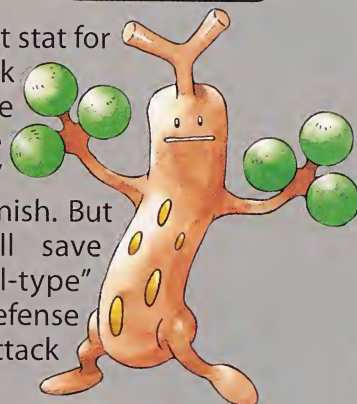
It's important to remember that your Attack score has no bearing on Special attacks (Fire, Water, Psychic, etc), so if your Pokémon uses mainly those types of moves, its Attack doesn't matter at all.

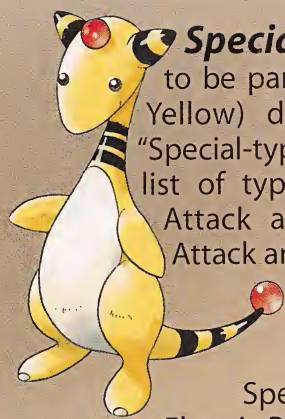
This is the stat to watch for Flying, Fighting and Normal-type Pokémon (like Stantler).

Defense - This is an important stat for all Pokémon. Like most Rock Pokémon, Sudowoodo (to the right) has a very high Defense score, so most "Attack-type" attacks will barely scratch its varnish. But no amount of Defense will save Sudowoodo from a "Special-type" attack. And since its Special Defense is so low, even a weak Water attack would pose a serious threat.



ATTACK-TYPES
 Normal
 Fighting
 Flying
 Poison
 Ground
 Rock
 Bug
 Ghost
 Steel





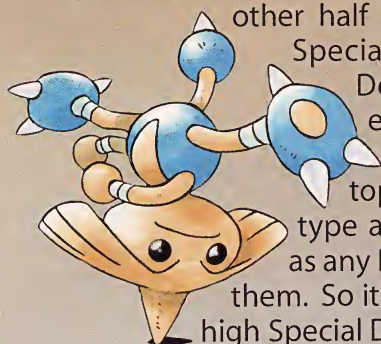
Special Attack - This stat (which used to be part of the Special stat in Red/Blue/Yellow) determines how much damage "Special-type" attacks do. See below for the list of types that are affected by Special Attack and Defense instead of regular Attack and Defense.

Ampharos here is slow, but it has a very high Special Attack for an Electric Pokémon, which is exactly what it needs. But this stat is meaningless for Pokémon without "Special-type" attacks.

Special Defense - This is the other half of the old

SPECIAL-TYPES

Fire
Water
Ice
Electric
Grass
Psychic
Dragon
Dark



Special stat, and like regular Defense, it's important for every Pokémon to have a good score here. Hitmonlee may not know any Special type attacks, but it's just as likely as any Pokémon to be the target of them. So it's a good thing it has such a high Special Defense!

Speed - Players who know how to match types to maximum effect (see next section) know that most battles don't last longer than 2 or 3 rounds. That's all the time it takes to bring out a Pokémon that's good against the opponent's type, and wipe it out. If that's the way you play (and it should be), there's no more important stat than Speed. While many of the new Pokémon in Gold/Silver are stronger than their Red/Blue/Yellow counterparts, only a few of them (like Sneasel here) have great Speed.



Pick the Right Moves

Pokémon can naturally learn up to 12 moves, and with TM's and HM's, some can learn nearly 50! The only problem is that they can only know four at once, and once they've forgotten one, it's gone forever. So plan carefully which moves you want your Pokémon to have; just because a move is learned at a higher level doesn't mean it's better than one you already have. Check the Moves Appendix in the back of this book for detailed descriptions of each new move before you agree to learn it, so you don't accidentally cripple your Pokémon by replacing a move you need with something less effective. Make sure each Pokémon always has at least two damage-dealing attacks, and at least one with 10-20 (or more) PP.

Using the Right Type

What the Conditions Mean:

POISON - You lose HP each turn in battle, and every 4 steps out of battle

PARALYZE - Your moves fail 50% of the time, and speed is greatly reduced.

BURN - You lose HP each turn in battle, but not outside. Attack is reduced.

FREEZE - The Pokémon can't attack. It will unfreeze if hit by Fire, or at the end of battle.

CONFUSE - The Pokémon will attack itself 50% of the time. Clears up when you switch Pokémon.

FLINCH - If you "Flinched" before your attack, you can't attack this turn.

FAINTED - Your Pokémon cannot be used in battle until Revived.

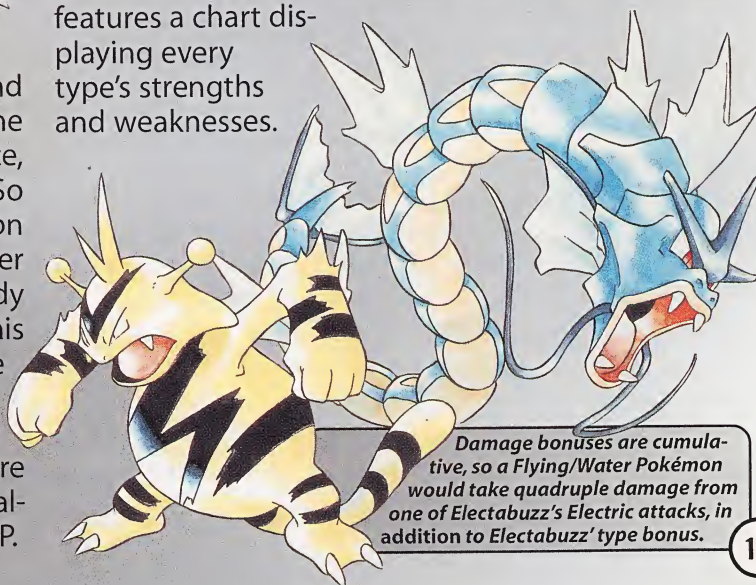
Perhaps each Pokémon's most important attribute is its type. As we've mentioned before, each Pokémon gets one or two types, like Electric, Psychic, Normal, etc. Each type means three things:

- That Pokémon gets a 50% bonus when using a damage-dealing move that matches its type (this is NOT true for Normal moves). If the Pokémon has two types, it gets a 25% bonus.
- That Pokémon is now vulnerable to certain types (for example, Fire-type Pokémon will take double damage from Water-type attacks).
- That Pokémon is now protected from certain attack

types (for example, Ground-type Pokémon cannot be damaged by Flying-type attacks, and will take only 1/2 damage from Poison and Rock attacks).

Remember that your Water-type Pokémon only has an advantage against Fire-type opponents if it's using Water-type attacks. Many Pokémon, like Rhyhorn, have types (Ground and Rock) that they never learn any attacks for (although they can learn Rock and Ground attacks with TM's). It's important to remember that types hurt your Pokémon as well as help: With no ability to take advantage of the weaknesses to Ground and Rock types other Pokémon may have, Rhyhorn may actually have been better off simply being Normal-type.

As you play, you'll learn which types are good against which other types. Pokémon is like a big game of Rock-Paper-Scissors, except now it has 17 different types. The last page of this book features a chart displaying every type's strengths and weaknesses.



Damage bonuses are cumulative, so a Flying/Water Pokémon would take quadruple damage from one of Electabuzz's Electric attacks, in addition to Electabuzz' type bonus.

How To Use This Guide

Section Divider and Map

We have divided the quest into 11 sections, lettered A-K. This is the third part of section C, the Union Cave. The map to the right shows the area surrounding it.

UNION CAVE

section
C-3

Take a Short Detour for TM 39

This cave is pretty simple: Just head south, fighting the trainers when you must and picking up items where you can. But if you have the fortitude to handle a short detour, take the stairs at point A. You won't get far in level B1, but you can easily get to TM 39. It contains Swift, a strong Normal attack that always hits and can be learned by most Pokémon.

There are some tough battles here, like this level 10 Onix. Your own Onix can probably take it, but using Grass and Water Pokémon would be a better idea.

Pokémon Trainer Rosters

Whenever possible, we list the names and rosters of each of the trainers you'll face on your quest. Match the number of each trainer to its spot on the map, and you can get a good idea of whether it's a battle you can win, and which Pokémon you should start with. If it looks too tough (or it just doesn't pay enough) you can simply try to avoid that trainer. The colors differ for each area: Green for field trainers, grey for dungeon trainers, blue for gym trainers.

3	Benjamin ¥512
	Diglett Level 14
	Geodude Level 14
	Dugtrio Level 16

Indicators on the Area Map

Red and white bubbles like **Great Ball** list the items that can be found in the Poké Balls on each map, so you know if they're worth the detour. Small letters like **A** tell you where each staircase leads, and large ones like **C** will direct you to text comments elsewhere on the page. Numbers like **3** mark the locations of trainers you can fight.

Pokémon Profiles

The first time each Pokémon appears, we have a profile telling you a bit about them. You may notice not all Pokémon are revealed, but they'll be included in our upcoming Gold and Silver Perfect guide.

Sandsrew

Only Gold players can catch a Sandsrew here, but Silver players needn't despair: They can buy one at the Goldenrod casino. Sandsrew is a bit better in Gold/Silver, since it learns its attacks earlier (generally) and has a couple of new ones. But it still doesn't learn any Ground attacks, which is annoying since it's a purely Ground-type Pokémon, and suffers many Weaknesses to popular types because of it.

Goleen

Goleen's a little bit more interesting in this version. That's mostly because it now learns Horn Drill, an attack that K.O.'s any Pokémon instantly 30% of the time, at level 15 (it used to be level 45). This move combined with a couple of X Accuracy items could wipe out a legion of opponents if you get lucky. Teach it Surf and Waterfall early (with HM's), and Goleen's not half bad.

Cave 1F/B1 (Gold Version)	Morning	Day	Night
Geodude	20%	20%	20%
Onix	10%	10%	10%
Rattata	25%	25%	25%
Zubat	25%	25%	25%
Sandsrew	20%	20%	20%

Cave 1F/B1 (Silver Version)	Morning	Day	Night
Geodude	35%	35%	35%
Onix	10%	10%	10%
Rattata	30%	30%	30%
Zubat	25%	25%	25%

Cave 1F/B1 Fishing Chart	Old Rod	Good Rod	Super Rod
Magikarp	80%	20%	20%
Goleen	20%	80%	75%
Seaking	-	-	5%

Appearance Ratio Charts

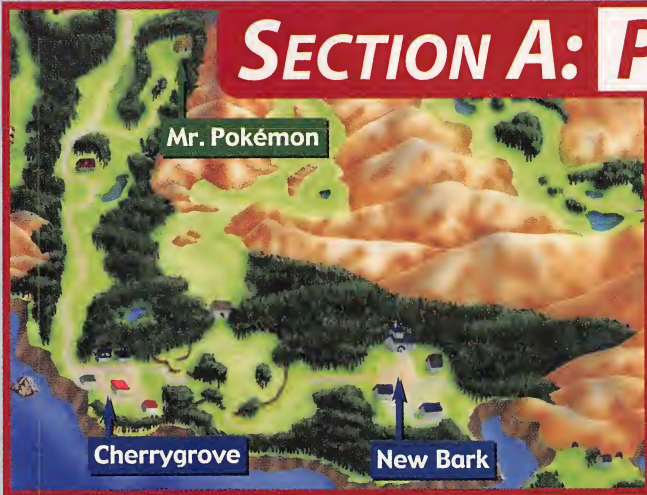
For every area in which wild Pokémon appear, we have an appearance ratio chart that shows what Pokémon you can find and when they appear. If the same Pokémon appear in both versions, the bars are white, as in the chart to the right. When they differ, there are separate charts for Gold and Silver (see above). These charts are further divided into Morning, Day, and Night columns.

The dark blue bars show which Pokémon appear while you're Surfing in water areas. The light blue charts (like above) show which Pokémon can be caught with which fishing rods. These are not divided by day and night, since there are rarely any differences for fish. Omitted Pokémon appear as "???"

The percentages, which reflect the odds of running into each Pokémon in any random encounter, are based on our extensive testing, and are not official statistics. Your Pokémon-catching experiences may differ.

Cave B2 (Both Versions)	Morning	Day	Night
Natu	88%	88%	88%
Smeargle	12%	12%	12%
Wooper	50%	50%	50%
Quagsire	50%	50%	50%

SECTION A: PROFESSOR ELM'S ERRAND



Pick your starter, then head northwest through Cherrygrove City and Routes 29+30 in search of the "Mr. Pokémon" that Professor Elm has directed you to find. You'll see a handful of new Pokémon along the way, but until you complete this errand, you won't be able to catch any of them.

NEW BARK TOWN section A-1

A Set up your PokéGear When you head downstairs, Mom will present you with a PokéGear, a new item that will aid you in your quest. At this point it can't do anything more than tell time and call home, but as you progress, you can gain Cards that expand its abilities.

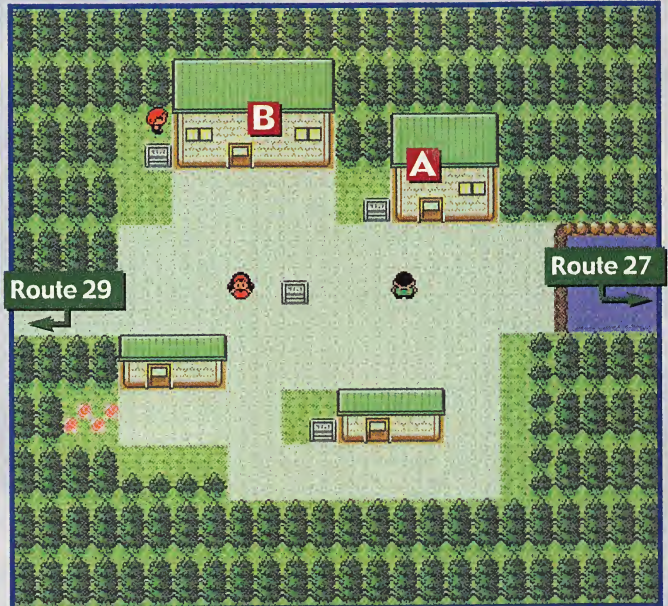
B Visit Professor Elm

Professor Elm, busy with his studies, wants you to find an old colleague of his. It's a tough journey, but Prof. Elm will provide you with a Pokémon of your choice (see the profiles below) for protection. These

three starters can be found nowhere else in the game.

When your Pokémon gets wounded, you can heal it here in Prof. Elm's lab. And make sure to grab a **Potion** from his aide

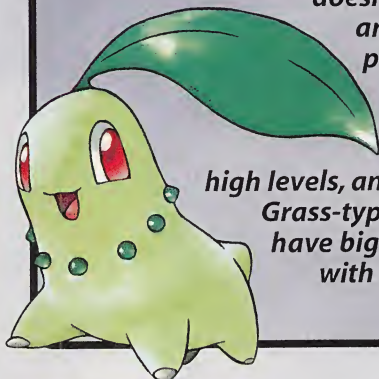
as you leave!



Who's spying on Professor Elm? You'll find out soon.

Chikorita

Chikorita learns the powerful Razor Leaf attack at level 8, making it a very strong Pokémon in the early game. But Chikorita doesn't learn any other powerful moves until very high levels, and being Grass-type, it will have big trouble with the first gym.



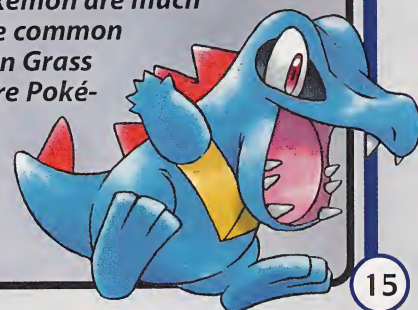
Cyndaquil

While Chikorita excels in Defense, Cyndaquil is the quickest and has the best Special Attack score. Its Fire moves are a little weak in the early game, though, so it's hard to take advantage of its strengths at the beginning of the game.



Totodile

Totodile learns a variety of strong attacks, but only a few Water ones. That's just as well, since its Attack is higher than its Special Attack. Totodile is probably the strongest starter, but Water-type Pokémon are much more common than Grass or Fire Pokémon.





section A-2

ROUTE 29

To get to Mr. Pokémon and complete your errand, first head west out of New Bark Town. Take the long way through Route 29 (through the grass near point B), pass through Cherrygrove City, and take a short walk north to Mr. Pokémon's home on Route 30. But with only one Pokémon to protect you, it won't be an easy journey.



A The Adventure Begins

As Red/Blue/Yellow players will recall, you can only be attacked in overworld Routes when crossing through the tall green grass. Unfortunately, there's a lot of that grass between New Bark and Cherrygrove, so run from strong opponents when you're weak and use Berries and Potions to heal when necessary. If your Pokémon gets hurt too badly, return to New Bark and heal at Prof. Elm's lab.

There's a wide variety of Pokémon on Route 29, and you'll note that the Pokémon you encounter change at night. But without any Poké Balls to capture them in, your only choices are to fight or run.



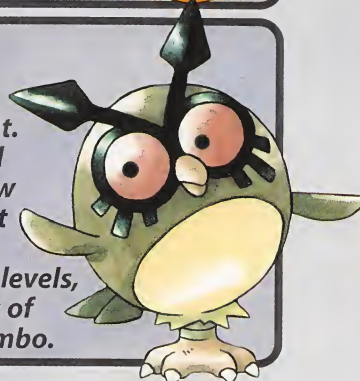
	Route 29 (Gold/Silver)	Morning	Day	Night
	Sentret	20%	45%	—
	Pidgey	65%	45%	—
	Rattata	15%	10%	25%
	Hoothoot	—	—	75%

Sentret Sentret is a very useful Pokémon. Its stats are good and it has some nice attacks, but its true strength lies in its versatility. Sentret can learn HM 01 (Cut), HM 03 (Surf), and once it evolves into Furret at level 15, HM 04 (Strength). With these moves and strong attacks like Slam to back them up, Sentret is a swiss-army knife of a Pokémon that can handle a variety of obstacles and put up a good fight on the battlefield.



Hoothoot

This Normal/Flying-type Owl only appears at night. Hoothoot and its evolved form, Noctowl, learn a few standard attacks, and get a couple of interesting Psychic abilities. At high levels, they can learn both parts of the Sing/Dream Eater combo.



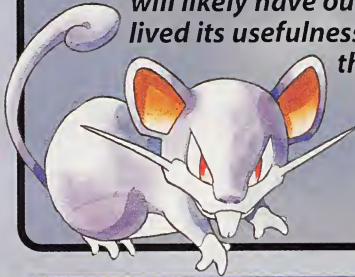
B Calendar Event #1: Tuesday's Child

In this spot, you'll find the first of seven siblings who each appear at one spot in Johto, on one specific day of the week. Tuscany here **only appears on Tuesdays**, and only after you beat the Gym in Violet City. It can be a pain to remember to come back, but it's worth it: She gives you a **Pink Bow** that, when equipped, powers up all of one Pokémon's Normal attacks.



Rattata

Rattata is a strong attacker, easily the quickest and deadliest of the early Pokémon. It learns its moves a bit earlier in Gold and Silver, and has one new late-game move, Dark-type Pursuit. Of course, Rattata will likely have outlived its usefulness by then.



Pidgey

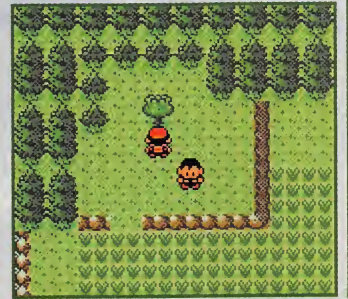
Pidgey's moves have been tweaked a bit in Gold and Silver: It now starts with Tackle but doesn't learn Gust until level 9. It's still the easiest Flyer to capture, but definitely one of the weakest. Pidgey evolves into Pidgeotto at level 18, and Pidgeot at level 36.



C Pick Your First Daily Berry

The bulbous trees in Gold/Silver contain one of a variety of berries that can be used or equipped by your Pokémon (select a Pokémon in your party and choose Item). The Berry found in this tree will recover 10 HP to a wounded Pokémon.

They grow back every day, so if you come back tomorrow, a fresh berry will be waiting.



CHERRY GROVE CITY section A-3



A Take the Cherrygrove City Tour The old man who greets you at the entrance to the city will offer to "teach you a few things". Politely agree, whether you're interested or not, as he'll give you the handy Map Card for your PokéGear when the guided tour is over. Now you can view the World Map at any time!

B Pokémon Center

You'll definitely want to stop at the Pokémon Center to get your Pokémon healed up for the journey ahead. But all of the Pokémon Center's other functions



(like trading with your friends) are currently under adjustment.

C Poké Mart

The shop next door can sell you some useful supplies, but is currently sold out of Poké Balls. You'll have to come back after you've completed your errand for Professor Elm.

Poké Mart	
POTION	300
ANTIDOTE	100
PARLYZ HEAL	200
AWAKENING	250
POKé BALL	200

D Swim for the Mystic Water

Come back after you've learned Surf from HM 02 to talk to the lonely fellow on this rocky island. He'll give you the



Mystic Water, which powers up all the Water-type abilities of the Pokémon that holds it.

A B Grab More Free Berries

The guy in this house can tell you about the Berry trees, and he'll give you a **Berry** for the road. You can get another **Berry** from the tree outside, and that one will grow back daily, of course.



Cut north through the grass and stay on the right path to get to Mr. Pokémon's house (you don't want to mess with the trainers to the left, as they can make short work of your single Pokémon). Before you go in, grab the **Psnucureberry** at Point B; with poisonous Weedles lurking about, you may need it.

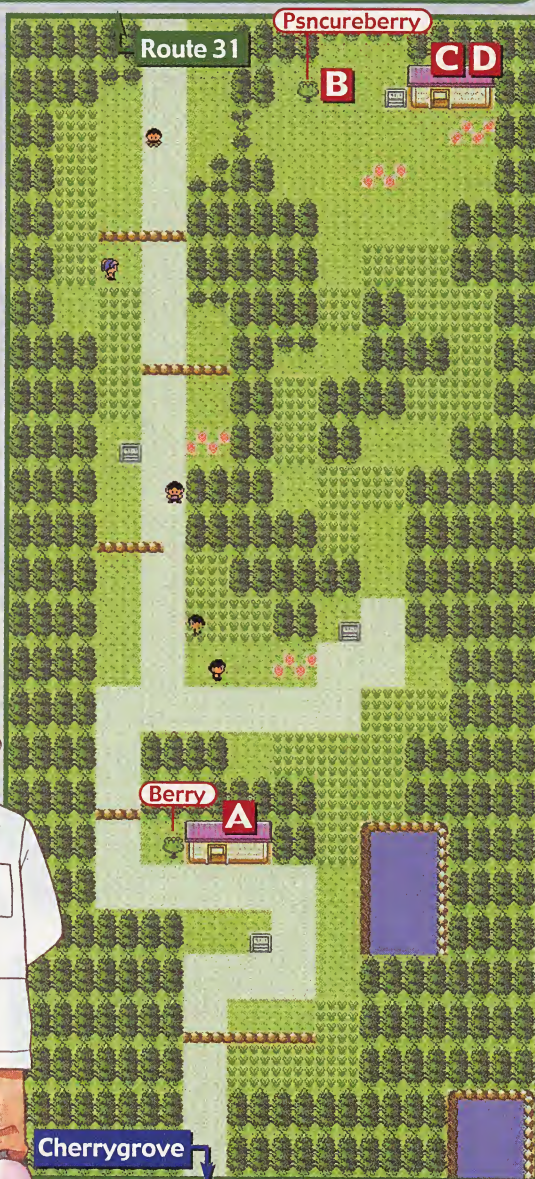


C Mr. Pokémon's House

The old man you've been sent to visit has a houseguest: Good ol' Professor Oak! He'll give you a **Pokédex**, and Mr. Pokémon will give you what Professor Elm sent you for: the **Mystery Egg**.

As soon as you leave, Professor Elm will give you a call on your PokéGear and summon you back to New

Bark Town.



Route 30 (Gold Version)	Morning	Day	Night
Caterpie	60%	40%	—
Metapod	15%	30%	—
Pidgey	25%	30%	—
Hoothoot	—	—	40%
Rattata	—	—	40%
Spinarak	—	—	20%

Route 30 (Silver Version)	Morning	Day	Night
Ledyba	25%	—	—
Weedle	50%	20%	—
Kakuna	10%	20%	—
Pidgey	15%	60%	—
Hoothoot	—	—	75%
Rattata	—	—	25%

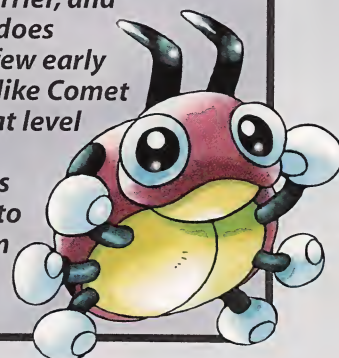
Spinarak

Both Gold and Silver have exclusive new bugs. Gold's **Spinarak** is a nocturnal creature with a good variety of Poison, Normal, Bug, Ghost and Psychic attacks. One move exclusive to this Pokémon and its evolved form (Ariados at level 22) is **Spider Web**, a useful technique that prevents Pokémon from running away.



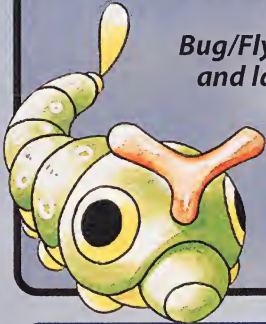
Ledyba

You'll have to wake up early to catch a **Ledyba**. This Silver-only Pokémon (and its evolved form, **Ledian**) is a bit weaker than **Spinarak**. Its moves are primarily defensive, like **Reflect** and **Light Barrier**, and while it does learn a few early attacks like **Comet Punch** (at level 15), its **Attack** is too low to put them to good use.



Caterpie

At this point in the game, Caterpie can only be found in the Gold version (Silver players can get one during the bug-catching contest). Even though Caterpie reaches its highest form, Butterfree, at level 10, its Bug/Flying combo and lack of good attacks make it a fairly ineffective Pokémon.



Weedle

Weedle is available in the wild in the Silver version and can be caught in the bug-catching contest in both versions.

By level 10, it will have evolved into Beedrill, a great early game attacker with a lot of fierce Normal and Bug attacks. It also learns the new Dark move Pursuit in Gold and Silver.



D Come Back for the EXP Share

When you get the Red Scale at the Lake of Rage (see page 57), come back to Mr. Pokémon's house to trade it in for an EXP Share. This item gives the Pokémon that holds it a share of the EXP earned in each fight, even if it doesn't participate in the battle!



BACK TO NEW BARK

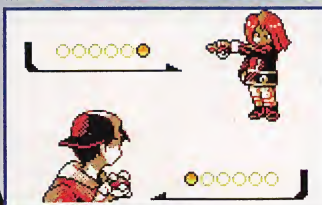
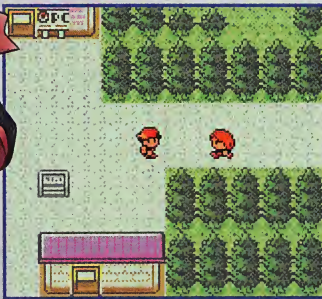
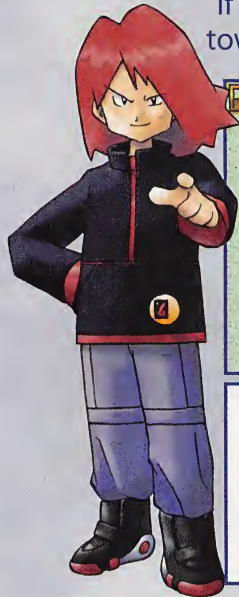
section

A-5



A Beware: An Ambush Awaits!

If your Pokémon is wounded, get it healed in Cherrygrove. When you head towards New Bark, you'll be ambushed by a mysterious trainer who got his



hands on one of Prof. Elm's Pokémon: Totodile if you chose Cyndaquil, Chikorita if you chose Totodile, or Cyndaquil if you chose Chikorita. Since your rival's Pokémon will always have the Type advantage, you'll need a good plan or a high level Pokémon to win (equipped healing items help too).

B Bring the Egg to Prof. Elm

While the police investigate the theft of the Pokémon, give Professor Elm the Egg. As you leave, his assistant will give you your first Poké Balls. You can now buy them in Cherrygrove and most other cities as well.



C The Bank of Mom is Now Open!

You may want to stop by your home and leave some of your extra cash with Mom. This keeps you from losing it when all of your Pokémon faint (the money in your possession is halved, but the money Mom's holding is not). You can even set it up so she'll automatically take a cut every time you earn money from other trainers. You can also bank by phone—just give her a call!

Sometimes Mom spends your money on items and decorations for your room. You can collect them by accessing your computer account.



D Go Out and Catch Some Pokémon!

If you're new to the Pokémon series, this guy on Route 29 will show you how to use Poké Balls. If you're an old pro, just start using the balls you got from Elm's aide, and then head to Cherrygrove City for more. At the very least, you'll want to catch a Sentret and a Rattata.



SECTION B: THE ZEPHYR BADGE



The first step of your quest to become a Master Trainer is conquering the Gym in Violet City and earning the Zephyr Badge. Assemble a party of captured Pokémon and head back to Route 30. Take the left fork and run the gauntlet of trainers to get to Violet City.

section

B-1

ROUTE 30+31

A Trainer Battles Begin

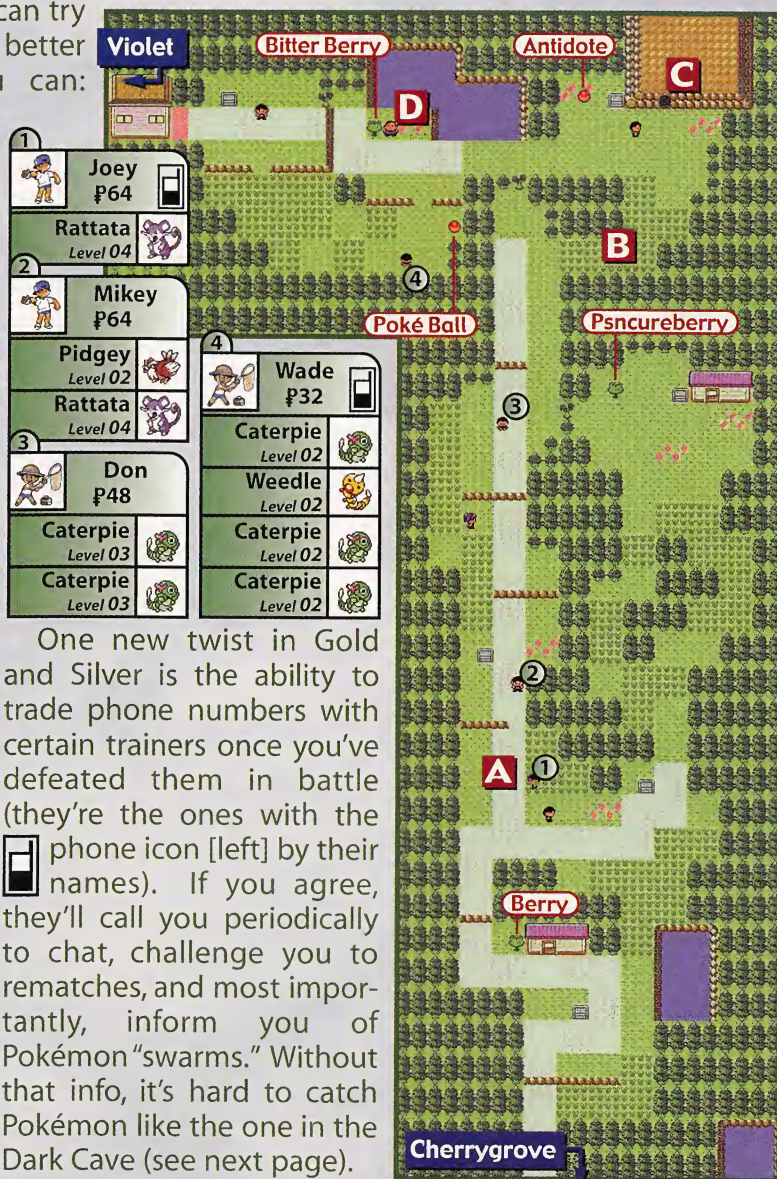
As you traverse Route 30, trainers will attack you whenever you make eye contact. As you can see from their rosters (listed below), their Pokémon are weak, but they can

wear you down. You can try to avoid them, but it's better to fight when you can: They're the best source of money and EXP in the game.



Route 31 (Gold Version)		Morning	Day	Night
	Caterpie	50%	30%	-
	Metapod	10%	20%	-
	Pidgey	20%	25%	-
	Bellsprout	20%	25%	15%
	Hoothoot	-	-	15%
	Rattata	-	-	40%
	Spinarak	-	-	30%

Route 31 (Silver Version)		Morning	Day	Night
	Ledyba	20%	-	-
	Weedle	30%	30%	-
	Kakuna	10%	20%	-
	Pidgey	20%	25%	-
	Bellsprout	20%	25%	25%
	Hoothoot	-	-	25%
	Rattata	-	-	50%



One new twist in Gold and Silver is the ability to trade phone numbers with certain trainers once you've defeated them in battle (they're the ones with the phone icon [left] by their names). If you agree, they'll call you periodically to chat, challenge you to rematches, and most importantly, inform you of Pokémon "swarms." Without that info, it's hard to catch Pokémon like the one in the Dark Cave (see next page).

B Catch a Bellsprout (or Two)

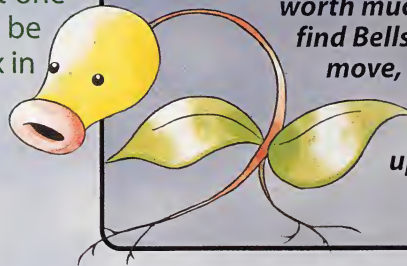
The dividing line between Route 30 and Route 31 is right about where the trainer marked #3 is standing. To the north of him you'll find pretty much the same Pokémon you found below, but with the addition of Bellsprout. And you'll definitely want to go out of your way to catch at least one of those. Not 'cause they're that great, but because they can be used to trade for a very useful Onix in Violet City.



Don't forget to come back at the appropriate time to catch your version's new Bug Pokémon: Morning for Silver's Ledyba, Night for Gold's Spinarak.

Bellsprout

Bellsprout and its evolutions have hardly changed since the Red/Blue/Yellow days: They're still the least useful Grass Pokémon series, and their one new move (Sweet Scent) isn't worth much. But you may find Bellsprout's starting move, Grass-type Vine Whip, to be useful in the upcoming Sprout Tower.



C Snatch a Geodude From the Dark Cave

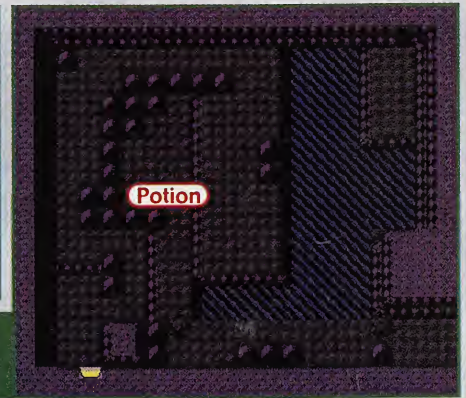
The Dark Cave connects Route 31 with Routes 45 and 46, in Johto's East. But unless you know Flash, Rock Smash, and Surf, you can't use it to go anywhere (so we'll cover the cave in more detail on page 71).

You can, however, hang around for a bit until you spot a Geodude. You'll have many opportunities to catch this Pokémon, but we like to do it early since Ground/Rock-type Pokémon are particularly useful against the Flying-type Pokémon in the Violet City Gym.

You can also snag a Zubat and, if you're extremely lucky, a rare new Pokémon. This is the only place you can find them, but the odds of catching one are extremely low unless they're "swarming."



Without Flash (HM 05), this cave is pitch black. So use this partial map to tell where you're going.



	Dark Cave (Gold/Silver)	Morning	Day	Night
	Geodude	50%	50%	50%
	Zubat	49%	49%	49%
	???	1%*	1%*	1%*

*Numbers increase during swarms

this happens, you'll need to give your phone number to a trainer on Route 33.

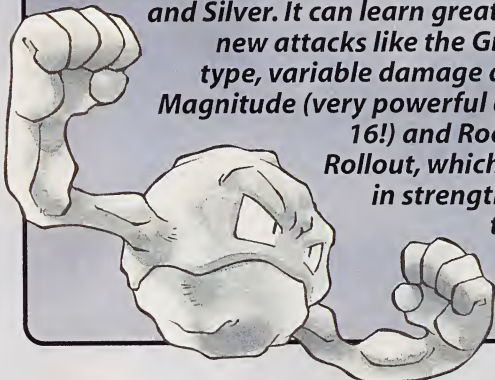
D Run an Errand and get TM 50

A man in Goldenrod City will send you to deliver a message to this guy, so remember where he's at! It's the only way to get **TM 50** (Nightmare).



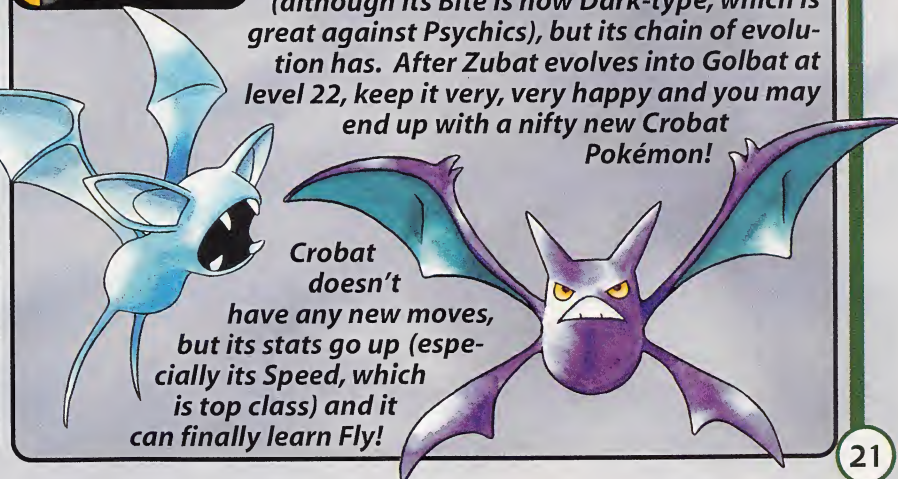
Geodude

Now that there are new Rock and Ground techniques, forget your old Geodude, Graveler, or Golem and start from scratch with one from Gold and Silver. It can learn great new attacks like the Ground-type, variable damage dealing Magnitude (very powerful at level 16!) and Rock-type Rollout, which builds in strength every turn (at level 31).



Zubat

Zubat itself hasn't changed too much (although its Bite is now Dark-type, which is great against Psychics), but its chain of evolution has. After Zubat evolves into Golbat at level 22, keep it very, very happy and you may end up with a nifty new Crobat Pokémon!



Crobat doesn't have any new moves, but its stats go up (especially its Speed, which is top class) and it can finally learn Fly!



section B-2

VIOLET CITY

A Trade your Bellsprout for an Onix

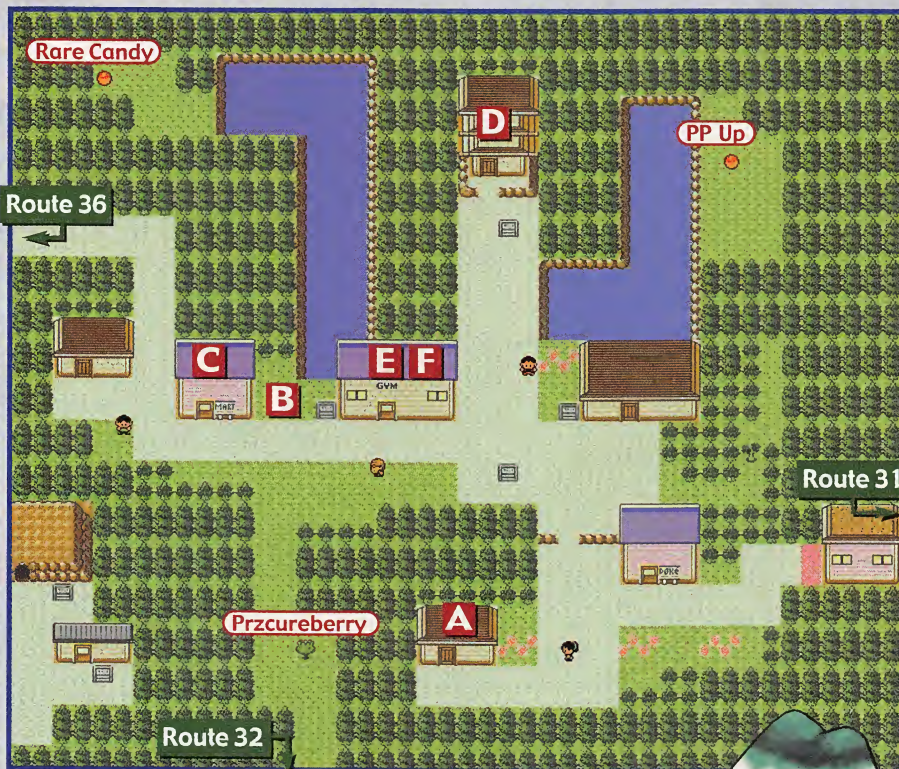
You can catch an Onix later, but you'll never get as much use out of one as you will now versus Falkner and his Junior

Trainers. As a traded Pokémon, your Onix will go up levels more quickly than a wild one, but you're stuck with the goofy name. Like all trades with computer characters, its starting level will be the same as that of the Pokémon you trade for it.



B Back to Pokémon School

Answer "No" to the question the man standing at point B asks you, and he'll drag you down to the schoolhouse to study up on Pokémon types and conditions.



Poké Mart

POKé BALL	200
POTION	300
ESCAPE ROPE	550
ANTIDOTE	100
PARLYZ HEAL	200
AWAKENING	250
X DEFEND	550
X ATTACK	500
X SPEED	350
FLOWER MAIL	50

C Poké Mart

There are a lot of new items for sale, but nothing you really need (X Items are rarely worth it). The last item is stationery for writing short messages.

D Sprout Tower

If your Pokémon are too weak for the Gym, build up some EXP at the Sprout Tower first (next page).



E Fight for the Zephyr Badge

Since there hasn't been a chance to get any Electric Pokémon yet, your best bet here is Rock, by far. It has protection from both Flying and Normal attacks, and if you have Rock Throw (Geodude gets it at level 11), it'll wipe out any of Falkner's Flyers.



But you still need to look out for Pidgeotto's Mud Slap; it does damage and lowers Accuracy, and the penalties add up quickly.

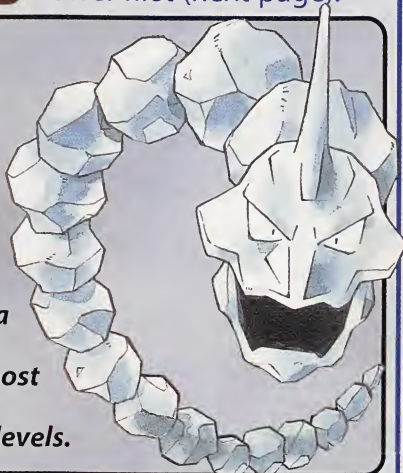
Swap in a strong Pokémon that can finish this Flyer quickly, but watch out for its Gust.



1	Abe P216
2	Spearow Level 09
3	Rod P168
4	Pidgey Level 07
5	Pidgey Level 07
6	Falkner P900
7	Pidgey Level 07
8	Pidgeotto Level 09

Onix

Onix learns most of its good moves at lower levels than it did in Red/Blue/Yellow, as well as the new Sand Storm attack. But the real excitement is that now it can evolve into a new Pokémon, Steelix. This evolution raises most of Onix's stats (except Speed) to competitive levels.



SPROUT TOWER

section
B-3



1	Nico P96
Bellsprout Level 03	
Bellsprout Level 03	
Bellsprout Level 03	
2	Chow P96
Bellsprout Level 03	
Bellsprout Level 03	
Bellsprout Level 03	
3	Edmond P96
Bellsprout Level 03	
Bellsprout Level 03	
Bellsprout Level 03	
4	Jin P192
Bellsprout Level 06	
5	Neal P192
Bellsprout Level 06	
6	Troy P224
Bellsprout Level 07	
Hoothoot Level 07	
7	Li P320
Bellsprout Level 07	
Bellsprout Level 07	
Hoothoot Level 10	



Catch Yourself a Gastly

A lot of the new Ghost abilities are pretty useless, but Gastly is still a great Pokémon. Its Ghost-type nature makes it immune to Normal and Fighting-type attacks, but its real strength lies in its

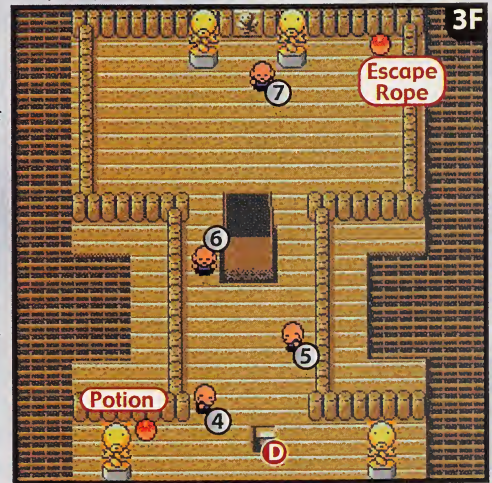
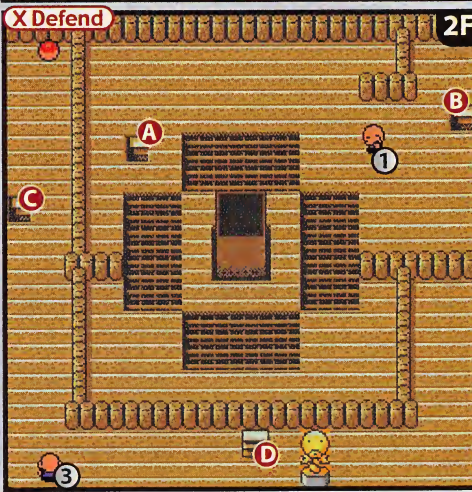
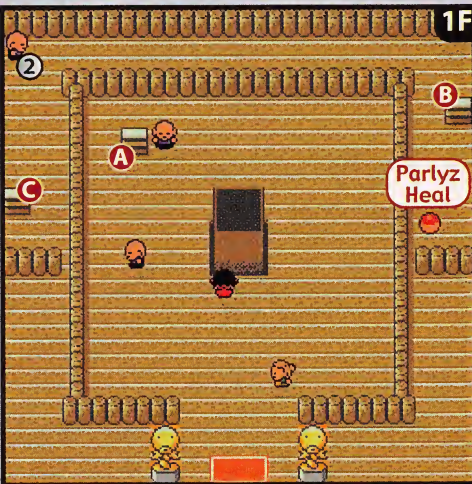
utility on the field. While its resistances keep it healthy, it can put wild Pokémon to sleep with Hypnosis, keep them from escaping with Mean Look, and whittle down their health with Nightshade (which doesn't get critical hits, and won't accidentally K.O. your quarry).

Getting one isn't easy. You have to come to the tower at night, and can only damage it with typed attacks like Rock Throw and Vine Whip. But it's well worth the trouble.

Battle for HM 05

Defeating the final Sage will get you **HM 05** (Flash, which is much more useful than it was in Red/Blue/Yellow). But the Sage is tough—while your Flying or Fire-type Pokémon can shred his Bellsprouts, and the Bellsprouts of all his underlings—you'll need an Onix or Geodude to deal with his vicious level 10

Hoothoot.



	Sprout Tower (Gold/Silver)	Morning	Day	Night
Rattata		100%	100%	70%
Gastly		-	-	30%

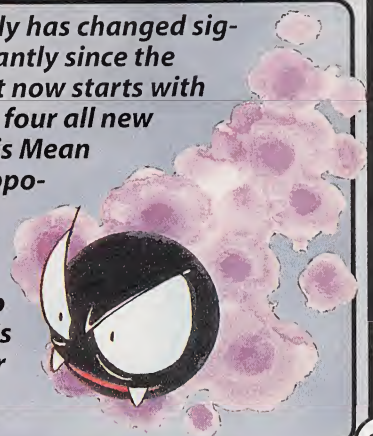
[E] An Urgent Call From Professor Elm!

On your way out of the Violet City Gym, you'll get a phone call from Professor Elm. He'll direct you to speak with his aide at the Pokémon Center, and give you the **Mystery Egg**. Keep this egg in your party as you continue your quest, and after an hour or so of traveling, it will hatch. We'll cover that miraculous event on page 33.



Gastly

Gastly has changed significantly since the Red/Blue/Yellow days. It now starts with **Hypnosis**, and can learn four all new moves. One of the first is **Mean Look**, which prevents opponents from running away. Between that, **Hypnosis**, and its **Ghost-type resistance to Normal attacks**, Gastly is the perfect Pokémon for catching other wild Pokémon.



SECTION C: AZALEA'S HIVE BADGE



Now your quest has truly begun! There are seven more badges in Johto alone, and the next will take us to secluded Azalea Town, in Johto's southern tip. The journey will be long, but does offer a variety of cool new Pokémon and interesting detours. Head south from Violet to get started.

section C-1

ROUTE 32

We need to cross the cave at the end of Route 32 to get to Azalea City. But what's the rush? Stop and catch some Pokémon (Mareep is a must-have), do some fishing, and pay a visit to the Ruins of Alph to the northeast (see page 26). We'll resume our quest at the Union Cave on page 27.

A B The Miracle Seed and TM 05



The guy at point A will give you a **Miracle Seed** just for beating Falkner! When equipped, this nifty item powers up your Pokémon's Grass techniques. You'll need to come back when you know Cut to get to the guy at Point B, but you may not want to bother. His prize (TM 05, Roar) is hardly worth it.

Mareep

You definitely want a Mareep, since it's the only Electric Pokémon you'll be able to get for the next several hours. As Electric Pokémon go, it's slow and doesn't learn many Electric attacks, but it evolves quickly and has a great Special Attack. One tip: Never delay evolved from Flaaffy's evolution into Ampharos (its third stage), or you won't be able to learn Thunder Punch.



Hoppip

This new family of Grass/Flying Pokémon (Hoppip, Skiploom, and Jumpluff) is pretty bizarre. They're Flying-type but can't learn Flying techniques (even Fly!). They start with Synthesis, a powerful healing technique, and Splash, that useless Magikarp attack (!?). They don't learn many direct attacks, except for Tackle at level 10 and Mega Drain at level 30, so you'll need to use TM's if you want offensive moves.



Route 32 (Gold Version)

	Morning	Day	Night
Hoppip	10%	10%	-
Rattata	20%	25%	25%
Bellsprout	20%	25%	25%
Mareep	45%	40%	20%
Wooper	5%	-	30%

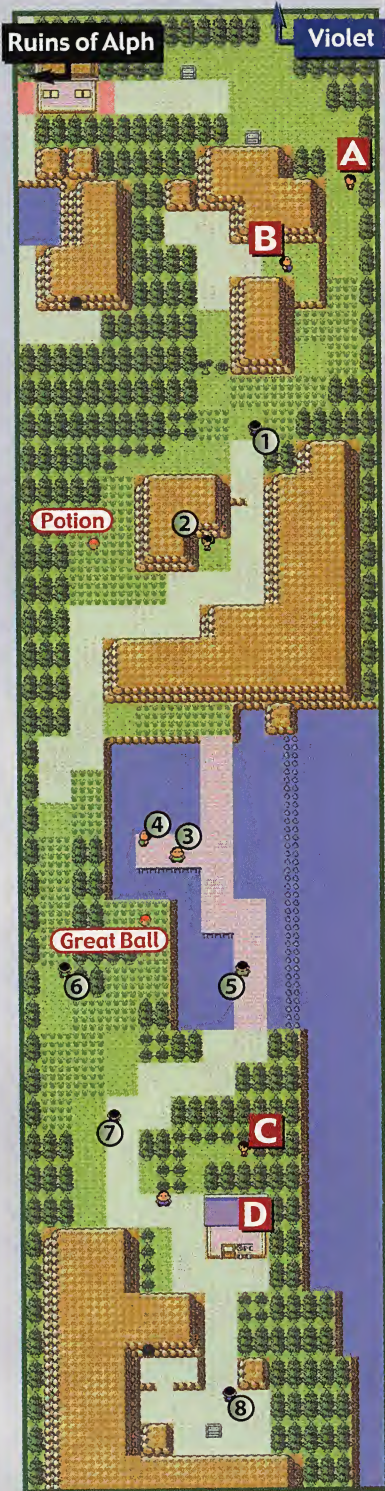
Route 32 (Silver Version)

	Morning	Day	Night
Hoppip	5%	20%	-
Rattata	15%	15%	10%
Bellsprout	25%	10%	20%
Mareep	25%	25%	25%
Ekans	20%	30%	10%
Wooper	10%	-	35%

Calendar Event #2: Ms. Friday

Like her sister Tuscany on Route 29, Frieda only appears once a week, on Fridays. When a Pokémon holds the gift she gives you, its Poison-type moves will be powered up.






1	Albert P128
	Rattata Level 06
	Zubat Level 08
2	Liz P180
	Nidoran♀ Level 09
3	Justin P200
	Magikarp Level 05
	Magikarp Level 05
	Magikarp Level 05
	Magikarp Level 15
4	Harry P320
	Poliwhg Level 08
	Poliwhg Level 08
5	Ralph P400
	Godeen Level 10
6	Roland P180
	Nidoran♂ Level 09
7	Gordon P160
	Wooper Level 10
8	Peter P192
	Pidgey Level 06
	Pidgey Level 06
	Spearow Level 08

Ekans Only Silver players can catch an Ekans, but Gold players can buy one at the Goldenrod Game Corner. But Ekans is hardly worth using. Its token new move is Haze (which restores altered stats and conditions) at level 43... Whoopie! Yep, Team Rocket can have this Pokémon, and they're welcome to it.



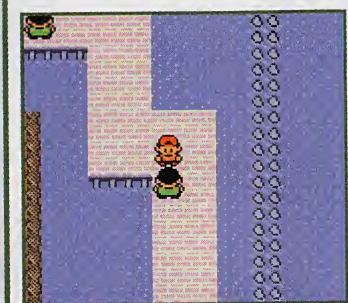
Wooper Wooper is an odd mix of Ground and Water types, so it has a bunch of good Resistances (and immunity to Electric) but is very vulnerable to Grass. It has some good moves like Water Gun (at start) and Earthquake (level 31), but terrible stats... Until it evolves into Quagsire at level 20, and its stats nearly double!



D Pick Up the Old Rod and Start Fishing!

A fisherman in the Pokémon Center will give you an **Old Rod**. Unlike the Old Rod in Red/Blue/Yellow, this Rod *can* catch something other than Magikarp (although you will end up catching a lot of those). If you fish here now, you can net an early Tentacool and, of course, a Magikarp.

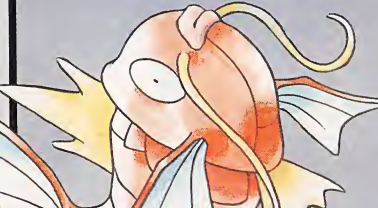
You can also trade numbers with Ralph (shown below and to the left), and he'll give you a call when a new, rare Water Pokémon is "swarming." Outside of swarms, these rare fish can only be caught (and only rarely) with a Super Rod. But if you come right when he calls, you'll be able to get one with just the Old Rod!



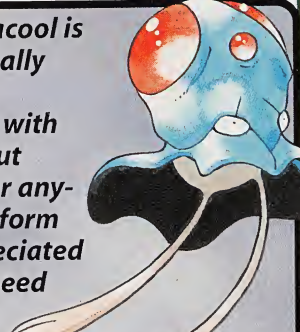
Route 32 Fishing Chart		Old Rod	Good Rod	Super Rod
	Magikarp	70%	30%	25%
	Tentacool	30%	70%	60%
	???	0%*	0%*	15%*

*Numbers increase during swarms

Magikarp Ooh! Magikarp can now learn a third move, Flail, at level 30! Of course, you'd be insane to stick with Magikarp for that long, since it can evolve into a super-strong Gyarados at level 20. Gyarados can now learn Rain Dance, but is basically unchanged.

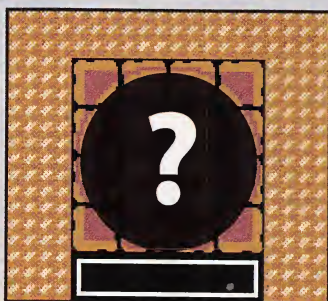


Tentacool Tentacool is basically unchanged since the days of Red/Blue/Yellow. It now starts with Poison Sting instead of Acid, but doesn't have any new moves or anything. Tentacool and evolved form Tentacruel are still underappreciated Pokémon that are strong in Speed and Special Attack.

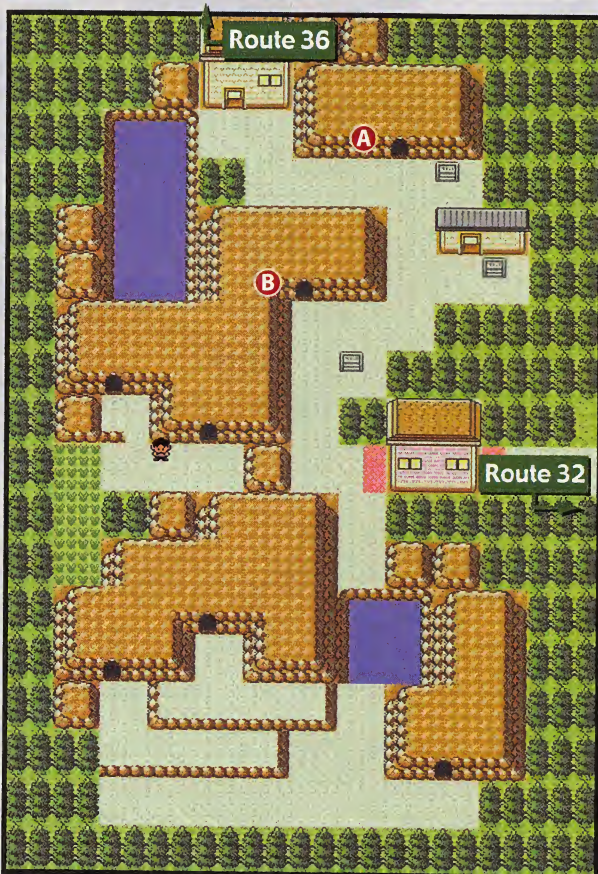


Mysteries of the Ruins of Alph, Part I

There are four rooms in the Ruins of Alph, but for now, you'll only be able to get to one (we'll cover the rest on page 53). Inside you'll find the first of four puzzles where you have to make a picture out of sliding tiles (see page 104 for solutions).



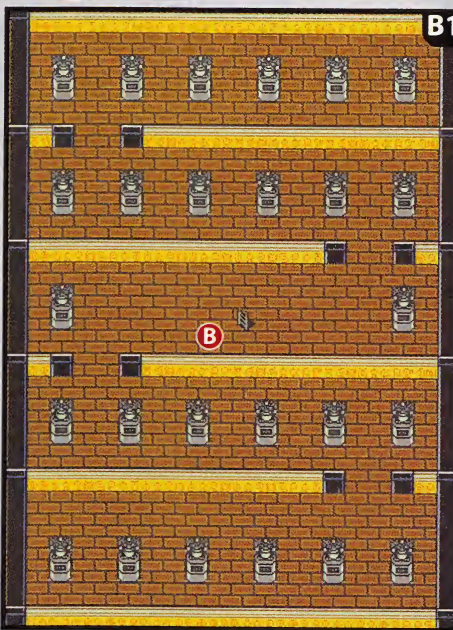
When you succeed, you'll be dumped down to B1 where you'll fight odd "Unown" Pokémon. Catch three or more, and when you get back out, one of the scientists will take you back to the lab and give you a special **Unown Pokédex** so you can keep track of all the variations. Access that in the option screen of the regular Pokédex.



Ruins B1 (Gold/Silver)		Morning	Day	Night
Unown		100%	100%	100%

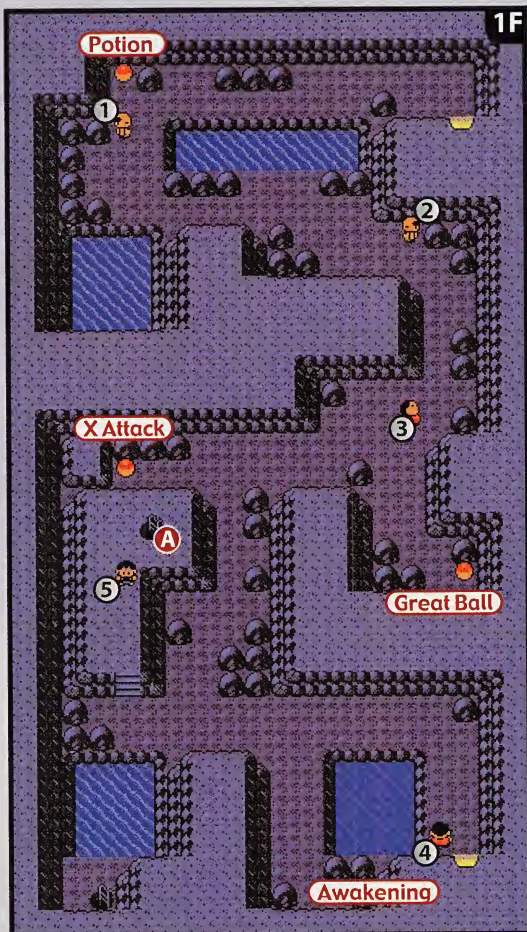
Collect Them All and Win!

There are different versions of the Unown Pokémon. If you catch one of each and talk to the scientists, they'll let you print out the Unown on your Game Boy printer. But you won't be able to catch more than A-to-K now; You'll need to solve the other puzzles to get the rest.



UNION CAVE

section
C-3



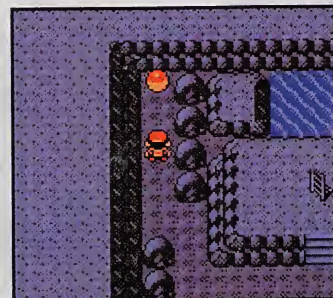
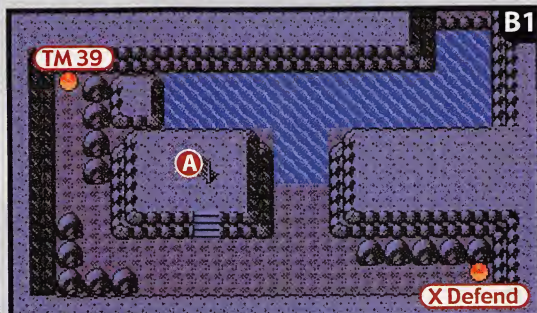
1F Take a Short Detour for TM 39

1		Daniel ¥352
		Onix Level 11
2		Russell ¥250
		Geodude Level 04
		Geodude Level 06
		Geodude Level 08
3		Bill ¥288
		Koffing Level 06
		Koffing Level 06

This cave is pretty simple: Just head south, fighting the trainers when you must and picking up items where you can. But if you have the fortitude to handle a short detour, take the stairs at point A. You won't get far in level B1, but you can easily get to **TM 39**. It contains Swift, a strong Normal attack that always hits and can be learned by most Pokémon.



There are some tough battles here, like this level 10 Onix. Your own Onix can probably take it, but using Grass and Water Pokémon would be a better idea.



Cave 1F/B1 (Gold Version)		Morning	Day	Night
	Geodude	20%	20%	20%
	Onix	10%	10%	10%
	Rattata	25%	25%	25%
	Zubat	25%	25%	25%
	Sandshrew	20%	20%	20%

Cave 1F/B1 (Silver Version)		Morning	Day	Night
	Geodude	35%	35%	35%
	Onix	10%	10%	10%
	Rattata	30%	30%	30%
	Zubat	25%	25%	25%

Cave 1F/B1 Fishing Chart		Old Rod	Good Rod	Super Rod
	Magikarp	80%	20%	20%
	Goldeen	20%	80%	75%
	Seaking	-	-	5%

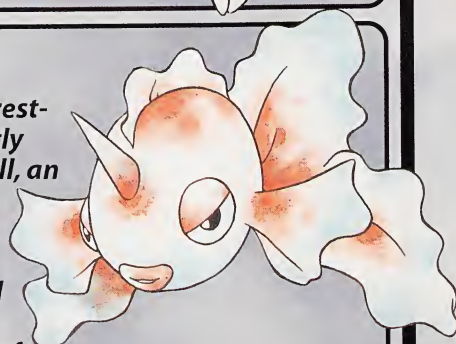
Sandshrew

Only Gold players can catch a Sandshrew here, but Silver players needn't despair: They can buy one at the Goldenrod Game Corner. Sandshrew is a bit better in Gold/Silver, since it learns most of its attacks earlier and has a few new ones. But it still doesn't learn any Ground attacks, which is annoying since it's a purely Ground-type Pokémon, and suffers many Weaknesses to popular types because of it.



Goldeen

Goldeen's a little bit more interesting in this version. That's mostly because it now learns Horn Drill, an attack that K.O.'s any Pokémon instantly 30% of the time, at level 15 (it used to be level 45). This move, combined with a couple of X Accuracy items, could wipe out a legion of opponents if you get lucky. Teach it Surf and Waterfall early (with HM's), and Goldeen's not half bad.



section C-4

ROUTE 33

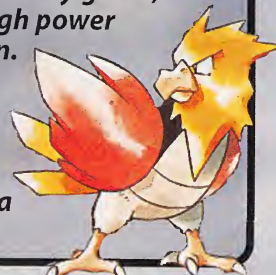
A Trade Numbers With the Dark Cave Swarm Watcher

There's only one thing to do in this tiny area: Beat Anthony and get his phone number. He'll call you when a rare Pokémon in the Dark Cave is swarming. If you need to heal first, the town's right ahead.

If you have time to kill, this area's thin strip of grass is the first opportunity to catch a Spearow. But you'll have plenty of other chances.

Spearow

Spearow hasn't changed much since Red/Blue/Yellow. It's still a fairly useful Pokémon in the early game, but is lacking in high power techniques later on. It's still one of the fastest Pokémon and has a high attack, but isn't it time Spearow got a third evolution?



Azalea City

Pscureberry

Route 33
(Gold Version)

	Morning	Day	Night
Spearow	25%	12%	-
Hoppip	40%	40%	-
Zubat	15%	-	40%
Rattata	20%	48%	60%



	Morning	Day	Night
Spearow	25%	40%	-
Hoppip	40%	20%	-
Zubat	15%	-	50%
Rattata	5%	20%	28%
Ekans	15%	20%	22%

section C-5

AZALEA TOWN

A Rockets Attack



Three years later, and Team Rocket is still up to their old tricks. They've taken over much of Azalea, and Kurt the blacksmith (visit him first at point A) is gonna do something about it. He could probably use some backup, so follow him into Slowpoke Well at point B.



Route 33

Poké Mart

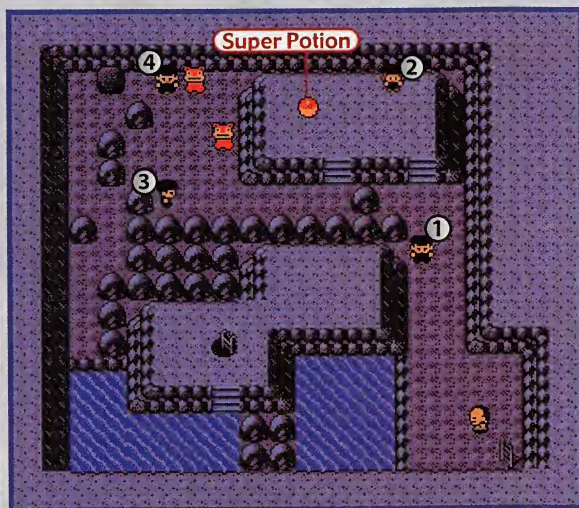
CHARCOAL	9800
POKé BALL	200
POTION	300
SUPER POTION	700
ESCAPE ROPE	550
REPEL	350
ANTIDOTE	100
PARLYZ HEAL	200
FLOWER MAIL	50



1	Rocket P360
	Rattata Level 09
	Rattata Level 09
2	Rocket P440
	Zubat Level 09
	Ekans Level 11
3	Rocket P360
	Rattata Level 07
	Zubat Level 09
	Zubat Level 09
4	Rocket P352
	Koffing Level 14

B Big Trouble at the Bottom of Slowpoke Well

Kurt cleared the way, but now you're the one who has to do the dirty work. To save the Slowpoke, you'll need to defeat Rocket #4 and his single level 14 Koffing. If you win, the Rockets will vanish, but you still won't be able to proceed any farther in the Well without Strength (HM 04) and Surf (HM 03).



Above: This Slowpoke is carrying a message you can intercept... Left: The Koffing is a dire threat. Make sure you have enough Pokémon to survive a possible Selfdestruct.

C Heal and Save Before Your Rival Strikes!

Once you've cleared out the Rockets, you can enter the Gym whenever you want. But when you try to leave Azalea to the west (before or after the Gym), your Rival will appear to challenge you. Make sure you heal and save first! Since his starter is usually his strongest



Pokémon, it pays to train a strong Pokémon of the type it's most vulnerable to.



Rival P960
Gastly Level 12
Zubat Level 14
(Starter) ? Level 16

Slowpoke

Slowpoke is off to a slower start than it was in Red/Blue/Yellow, starting with Tackle instead of Confusion (which it now learns at level 20). But now it has a second evolution, into Slowking, a great Pokémon with stats that are high enough to take full advantage of Slowpoke's great set of moves.



Slowpoke Well (Gold/Silver)	Morning	Day	Night
Zubat	80%	80%	80%
Slowpoke	20%	20%	20%

Slowpoke Well Fishing Chart	Old Rod	Good Rod	Super Rod
Magikarp	90%	30%	30%
Goldeen	10%	70%	65%
Seaking	-	-	5%



D Fight for the Hive Badge

If you chose Cyndaquil as your starter, you'll be in great shape for this Gym. But other players will have to rely on Pokémon with Flying techniques, like Pidgey's Gust or Spearow and Hoothoot's Peck, or Pokémon with Rock techniques like Geodude and Onix's Rock Throw.

Of course, even your strongest Pokémon may not last long against Scyther's Fury Cutter. Fire, Flying, and Ghost Pokémon have partial resistance to this attack, but a Ghost is the best since it's completely resistant to Scyther's other attacks. Of course, a Gastly can't dish out much damage, so save some of your other big guns, like Onix or Geodude, for this difficult final battle.



1	Amy+May P200
	Spinarak Level 10
	Ledyba Level 10
2	AI P192
	Caterpie Level 12
	Weedle Level 12
3	Benny P168
	Weedle Level 07
	Kakuna Level 09
	Beedrill Level 12
4	Josh P208
	Paras Level 13
5	Bugsy P1600
	Metapod Level 14
	Kakuna Level 14
	Scyther Level 16

Kurt Will Forge New Balls!

Once you've defeated the Rockets, Kurt will reward you with a **Lure Ball** and re-open his shop. He forges Balls from **Apricorns**, which are found in certain Berry trees. There are seven different kinds of Apricorns, and each one will make a different Ball (see the chart below for details). The only kind you can get now are the **White Apricorns**, which can be found right near Kurt's House. Like Berries, the Apricorns grow back every day.

It takes Kurt one day to make each Ball, so you'll have to bring him the Apricorn,

Apricorn	Ball	Special Property of Ball
White	Fast Ball	Good vs. Pokémon that try to run away
Red	Level Ball	Good vs. Pokémon that are lower level than yours
Blue	Lure Ball	Good vs. Pokémon that you fish for
Black	Heavy Ball	Good vs. Pokémon that weigh a lot
Peach	Love Ball	Good vs. Pokémon that are the opposite gender of yours
Green	Friend Ball	Pokémon captured with this start with better mood
Yellow	Moon Ball	Good vs. Pokémon that evolve with Moon Stones



and then wait till the next day to come pick it up (if you then want him to start on another, leave his house and come right back in). The wait is a pain, but a few of the balls are worth the trouble.



section

C-6

ILEX FOREST

A B Find The Charcoal Maker's Apprentice, and Earn HM 01 (Cut)

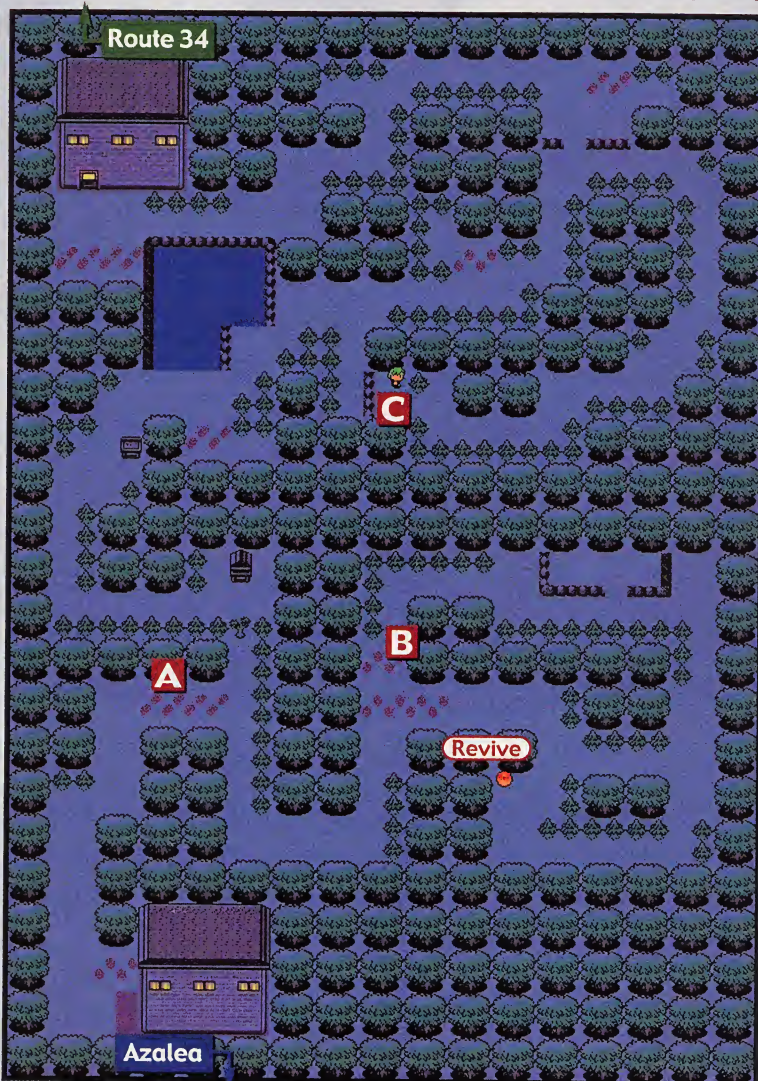
The charcoal maker, who lives in Azalea's southeast, hasn't seen



his apprentice since he went into the forest. You'll find him safe, but his Farfetch'd is lost.

It's at Point B, but when you approach it, it runs away. So you'll need to loop around and come at from it behind, chasing it right into its master's arms!

He'll reward you with **HM 01**, Cut, which when learned by a Pokémon in your party, allows you to cut trees like the one shown to the left. If you go back to Azalea, the apprentice will give you a **Charcoal**, which powers up Fire-type moves!





Get TM 02 (Headbutt)

You have to go a bit out of your way to get to this guy, but it's an opportunity you won't want to miss. He gives you **TM 02**, which can teach Headbutt to a Pokémon. This is a useful attack, but it's also the key to getting four Pokémon you wouldn't be able to get

any other way! See the bottom of this page for details.

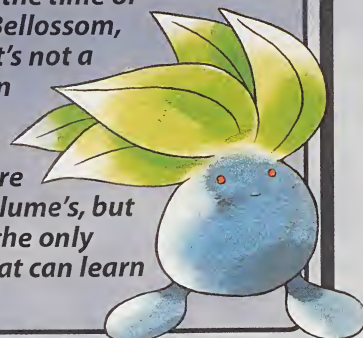
Ilex Forest (Gold Version)		Morning	Day	Night
	Caterpie	30%	50%	-
	Metapod	20%	10%	-
	Zubat	15%	-	20%
	Paras	10%	15%	30%
	Oddish	25%	25%	50%

Ilex Forest (Silver Version)		Morning	Day	Night
	Weedle	20%	20%	-
	Kakuna	12%	15%	-
	Zubat	20%	-	20%
	Paras	24%	25%	30%
	Oddish	24%	40%	50%

Ilex Forest Fishing Chart		Old Rod	Good Rod	Super Rod
	Magikarp	80%	50%	20%
	Poliwag	20%	50%	80%

Oddish

The Oddish family has a few new tricks. One is **Moonlight**, a high-level move which recovers HP, but the amount changes based on the time of day. The other is **Bellossom**, a new evolution (It's not a fourth form, but an alternative to **Vileplume**). Some of its stats are weaker than **Vileplume's**, but **Bellossom** is now the only Oddish relative that can learn **Solar Beam**.



Poliwag

Like Oddish, Poliwag has a new form that's an alternative to **Poliwrath**.

Each learns two exclusive moves, but none of them are anywhere near as good as the **Hydro Pump** that **Poliwag** and **Poliwhirl** would learn if you didn't evolve them until much later. Other changes include a new high-level move that maxes out Poliwag's strength... in exchange for half its HP. Ouch.



Paras

Paras doesn't have any new forms, but it does have a couple of new moves, including **Poison Powder**, and Grass-type's new power move, **Giga Drain**. These round out a decent move set that includes Paras's trademark puts-them-to-sleep-100%-of-the-time **Spore** move. Too bad that Paras is still one of the slowest Pokémon in the game.



Catching Pokémon With the Art of the Headbutt



In battle, Headbutt has a power of 70 and makes opponents Flinch 30% of the time. That's a great attack, but Headbutt is even better on the field! Whenever you see one of the little trees like in the picture to the left, you can use Headbutt to hit it, possibly knocking out a Pokémon! In forested areas like these, it will always be a member of the Caterpie or Weedle family (depending on your version), or one of the Pokémon shown below.

Pineco

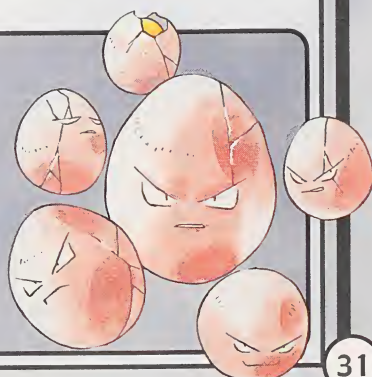
This is one enraged

pine cone! Pineco and its evolved form **Forretress** specialize in moves that do major damage to opponents...and themselves! **Selfdestruct**, **Explosion**, **Take Down**, **Double Edge**, that sort of thing. It can dish out the beatings, but it won't last long.



Exeggcute

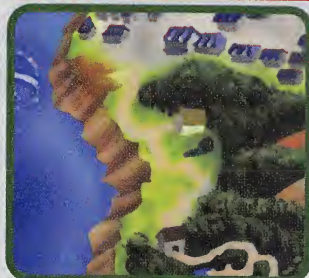
Now more than ever, evolution timing is the key for **Exeggcute** and **Exeggutor**. Stick with **Exeggcute** if you want to learn **Solar Beam**, evolve into **Exeggutor** early if you want to learn **Stomp** and **Egg Bomb**.



SECTION D: GOLDENROD'S PLAIN BADGE



Goldenrod is the biggest city in Johto, and there's a ton of things to do there. You can breed Pokémon at the nearby Day-Care, gamble for prizes at the Game Corner, shop at the Department Store, get a bike, visit the Radio Station... And, of course, challenge Whitney for the Plain Badge.



section
D-1

ROUTE 34

A Free TM 12 (Sweet Scent) in Guard House

The lady with the Butterfree behind the counter will give you a free **TM 12** when you complete Ilex Forest. This move makes it harder for opponents to dodge in battle (which is fairly pointless), and can be used out of battle to lure a wild Pokémon into a battle with you (but only in areas where Pokémon naturally occur).



B Difficult to Catch, but Well Worth the Trouble



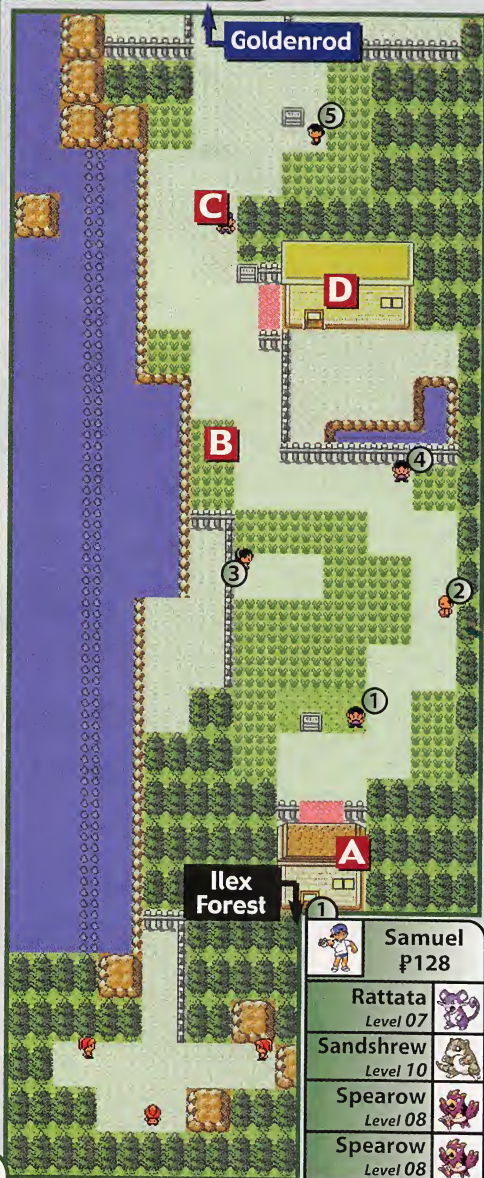
This area is full of interesting Pokémon. Drowzee are the most common, and you may want to snag a pair since someone in Goldenrod City will trade you a Machop for one. Abra abound here too, but they always Teleport away immediately. That's where

Gastly comes in: Use its Mean Look as your first attack and Abra won't be going anywhere. Make sure to snag some Ditto, too; their ability to breed with anything makes them one of the game's most useful Pokémon.



C The Skittish Guard Attacks at Night

The guard at Point C is so concerned about crime that he attacks anything that moves at night... Even you! But if you can handle his Level 17 (!) Growlithe, you can earn a couple bucks by beating him.



2	Brandon P1040
3	Snubbull Level 13
3	Gina P240
	Hoppip Level 09
	Hoppip Level 09
	Bulbasaur Level 12
4	Ian P192
	Mankey Level 10
	Diglett Level 12
5	Todd P280
	Psyduck Level 14

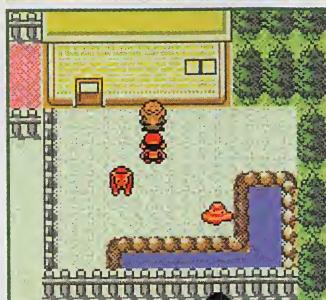
	Samuel P128
	Rattata Level 07
	Sandshrew Level 10
	Spearow Level 08
	Spearow Level 08

Breed Pokémon at the Day-Care

This nondescript building is one of the most important areas in the game. Like the Day-Care in Red/Blue/Yellow, the Pokémon you leave here will gain one EXP for every step you take. But if you leave both a male and a female, you may return to find that they've laid an egg.

Keep it in your party, and the egg will eventually hatch, like Togepi below. Breeding Pokémon like this is the only way to get more of certain Pokémon (like Eevee) and to get new baby Pokémon like Pichu.

If you don't have a breeding pair, a similar Pokémon may suffice, or you can use a Ditto. They won't always mate, but it's worth a try. And just 'cause one pair doesn't work doesn't mean those two species can't breed, just that those two individuals can't. If they're gonna do it, it won't take long, but you can save time by looking at the Pokémon in the pen. If it says that they seem interested in each other, expect an egg.



Route 34 (Both Versions)		Morning	Day	Night
	Abra	12%	12%	12%
	Drowzee	40%	40%	40%
	Rattata	36%	36%	36%
	Ditto	12%	12%	12%

Route 34 Fishing Chart		Old Rod	Good Rod	Super Rod
	Magikarp	10%	50%	-
	Krabby	90%	40%	50%
	Kingler	-	-	25%
	???	-	10%*	25%*
	Saryu*	-	10%*	25%*

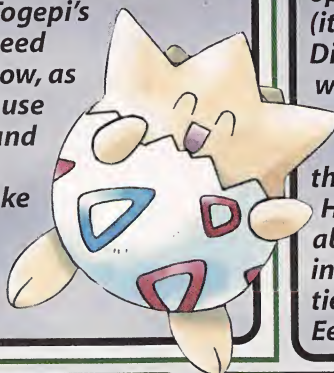
*??? do not appear at night, Saryu only appear at night.

Has Professor Elm's Egg Hatched Yet?

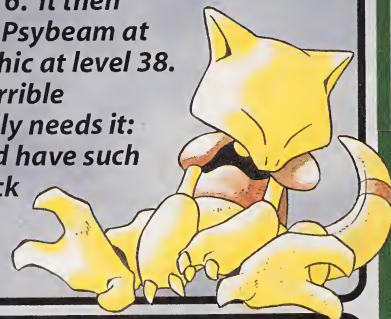


Speaking of eggs, this is around the time that the egg Professor Elm gave you should be hatching. If it already has, congratulations! If not, check the egg's stats under your Pokémon menu: the message there will give you an indication of how far along it is.

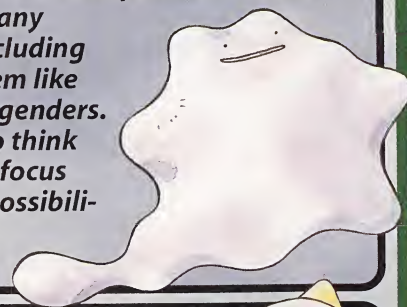
Togepi Togepi has a lot of fun attacks, like random move-unleashing Metronome (at level 7!) and Encore, which forces your opponent to repeat its last attack 2-6 times (at level 25). It's too bad that Togepi's Attack and Speed scores are so low, as you'll need to use it constantly and level it up frequently to make it happy enough to evolve into a Togetic.



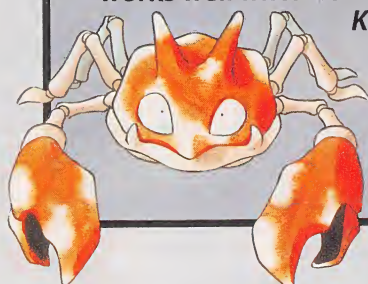
Abra Abra can't do anything but Teleport, until it evolves into Kadabra at level 16. It then learns Confusion, Psybeam at level 21, and Psychic at level 38. This family has terrible Defense, but hardly needs it: they're so fast and have such high Special Attack that they can frequently win on turn 1.



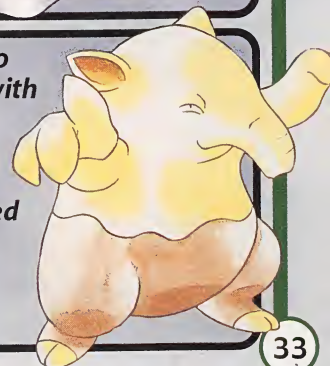
Ditto In battle, Ditto is still a one-trick pony that can copy any opponent's moves but sadly, not their stats (its stats are very low). But outside of battle, Ditto is a love machine, capable of mating with just about any Pokémon, including those that seem like they don't have genders. How? Try not to think about that, and focus instead on the possibilities of infinite Eevee!



Krabby Outside of one new Defensive technique (Protect, which only works well when combined with other moves that Krabby can't learn), this is the same old Krabby. Its strengths are good water attacks and the ability to learn four HM's: Cut, Surf, Strength and Whirlpool.



Drowzee Too slow to compete with other Psychics like Mewtwo and Alakazam, Drowzee and Hypno were often overlooked in Red/Blue/Yellow. Drowzee and evolved form Hypno have a few new late game attacks in Gold and Silver, but are still just too slow.





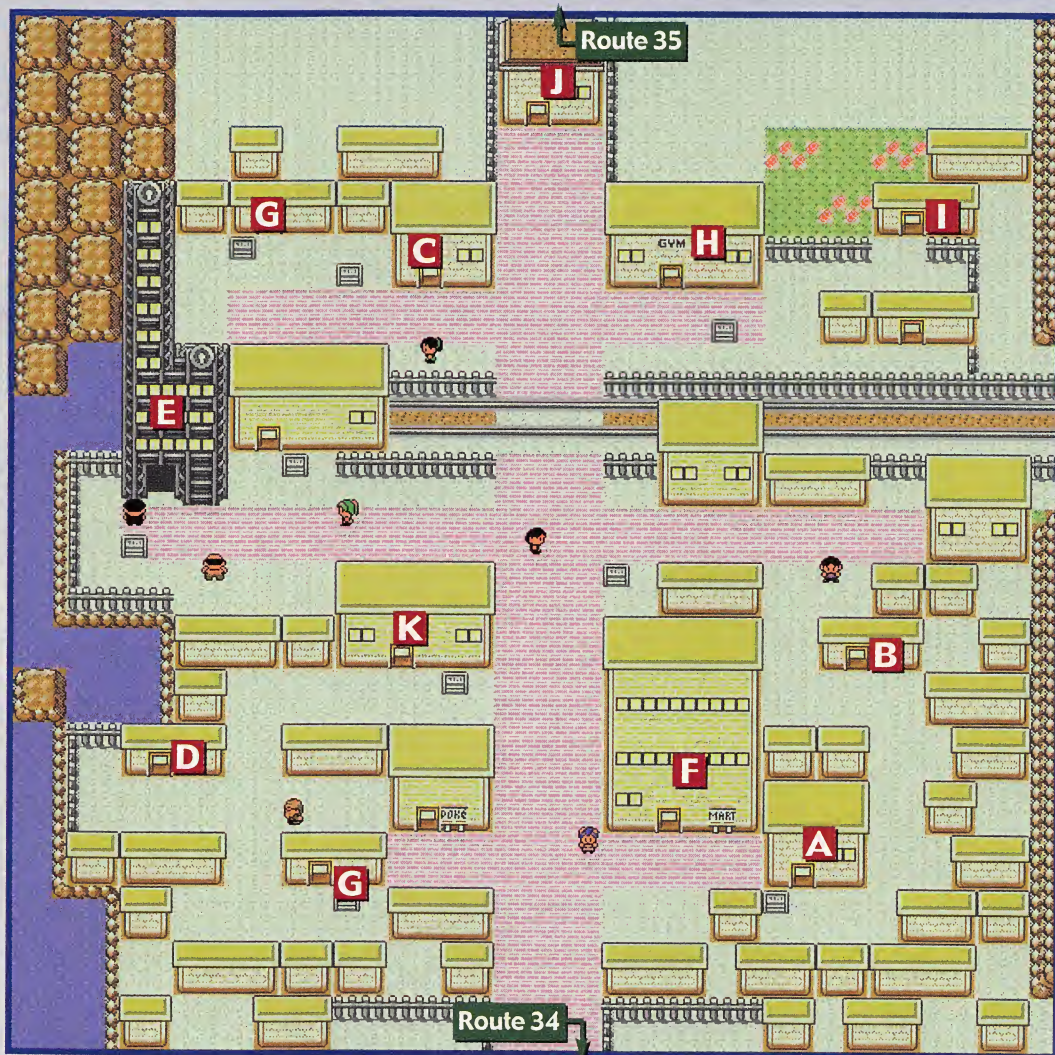
section

D-2 GOLDENROD CITY

A Get a Free Bike!



Sensing that you're a guy who gets around, the manager of the Bike Shop will offer you a freebie if you promise to advertise his shop just by riding around.



B The Tame Tester

Now in Gold/Silver, certain Pokémon evolve based on Taming. If you want to check how they're doing, put that Pokémon in your top slot and talk to this woman. She'll tell you what your Pokémon thinks of you, so you know how much you need to spoil it.



C Name Rater

If a witty name for a favorite Pokémon has finally occurred to you, come to this guy and he'll let you change its name. Unfortunately, he won't let you change the names of Pokémon you received from other players or in-game traders.

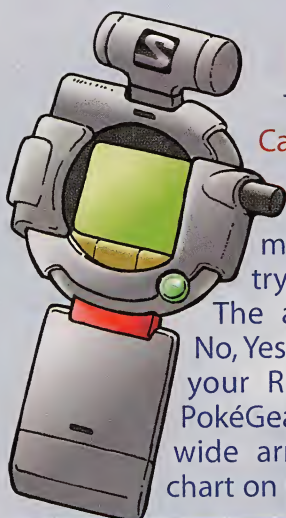


D Bill's House

Bill's home is here in Goldenrod, but he's currently away in Ecruteak City. Still, it's a good idea to drop by and talk with his family. They'll give you his phone number so you can call him whenever, and so he can call you when your box fills up.

Bill will head back home after you meet him in Ecruteak City, and if you come back to his house afterwards, he'll have a very nice surprise waiting for you.





E Win the Radio Card

The Radio Tower is currently giving away **Radio Cards** to anyone who can pass their Pokémon quiz.

For a pro like you, the quiz should be no problem. But if you do mess up, you can always try again (or just cheat: The answers are Yes, Yes, No, Yes, No). Once you insert your Radio Card into your PokéGear, you can enjoy their wide array of programs (see chart on right).



Pokémon Talk

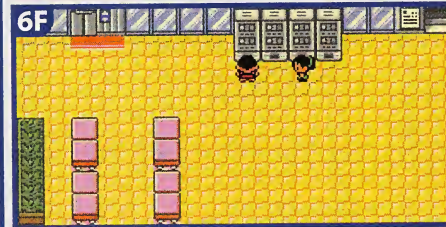
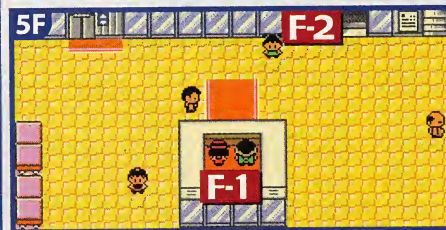
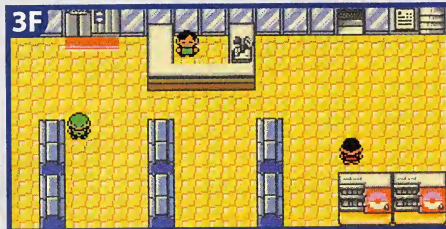
Professor Oak's radio program lists locations where you can catch wild Pokémon.

Pokémon Music

The Pokémon music channel either attracts or repels wild Pokémon, depending on the tempo.

Lucky Channel

If the day's lucky number matches the ID number of a Pokémon you own, you can win a Master Ball!



Dept. Store 2F	
POTION	300
SUPER POTION	700
ANTIDOTE	100
PARLYZ HEAL	200
AWAKENING	250
BURN HEAL	250
ICE HEAL	250

Dept. Store 2F	
POKé BALL	200
GREAT BALL	600
ESCAPE ROPE	550
REPEL	350
REVIVE	1500
FULL HEAL	600
POKé DOLL	1000
FLOWER MAIL	50

Dept. Store 3F	
X SPEED	350
X SPECIAL	350
X DEFEND	550
X ATTACK	500
DIRE HIT	650
GUARD SPEC	700
X ACCURACY	950

Dept. Store 4F	
PROTEIN	9800
IRON	9800
CARBOS	9800
CALCIUM	9800
HP UP	9800

Dept. Store 5F	
TM 41 (Thndr. Punch)	3000
TM 48 (Flame Punch)	3000
TM 33 (Ice Punch)	3000
TM 02 (Headbutt)	2000
TM 08 (Rock Smash)	1000

Dept. Store 6F	
FRESH WATER	200
SODA POP	300
LEMONADE	350

F Department Store

You can get all sorts of great things here. The supplements on the fourth floor permanently beef up your Pokémon, the TM's are great (note that Headbutt and Rock Smash aren't available until you earn them elsewhere first), and the Lemonade for sale on the roof is the most economical healing item in the game.

F-1 Free TM's on Sunday!

The woman in red behind the counter only shows up on Sundays. She'll give you one free TM when you first talk to her: **TM 27 (Return)** if your top Pokémon is in a good mood, or **TM 21 (Frustration)** if it's in a bad mood. Unless you routinely abuse your Pokémon, TM 27 is the one you want, so check with the Mood Tester first.

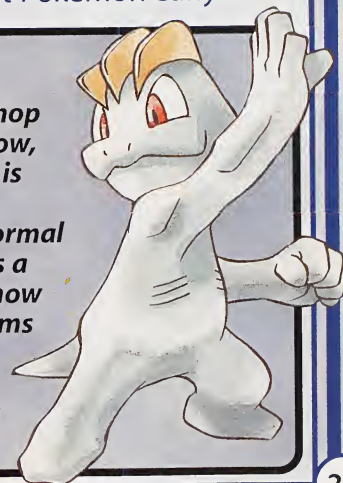


F-2 Trade a Drowzee for a Machop

Also on the fifth floor is a girl who will trade her Machop for your Drowzee. Don't miss this opportunity to get a great Pokémon early!

Machop

You can catch a wild Machop later, but you want one now, since the Goldenrod Gym is just ahead and Fighting Pokémon rock against Normal Pokémon. And Machop is a great Fighter, especially now that it and its evolved forms start with Low Kick and can learn powerful new Fighting moves like Cross Chop at level 31.



G Goldenrod City Tunnel

This tunnel connects the two points marked "G" on the Western side of Goldenrod City. It's the home of a handful of trainers, the Pokémon Salon, and a pair of shops with erratic business hours. It's also where you'll find the **Coin Case**. With this item, you can begin gambling at the Goldenrod City Game Corner (point K) whenever you're ready.

The door at the end of the side path leads to the warehouses beneath the Department Store, but it's currently locked.

G1 (Relatively) Cheap Trinkets Shop

This shop is only open Monday mornings from 4 am to 9 am. It sells valuable items (like Nuggets) that have no use, but could be resold at other shops for a small profit (¥500-¥1000 each). If you have a lot of cash, it might not be a bad idea to buy a bunch so you won't risk losing your money if you lose at the gym.

G2 Pokémon Salon

A nice beauty treatment will improve the taming of any Pokémon (you can get one done once a day). The shop is manned by two brothers: The younger works Sun., Wed., and Fri. and costs ¥300; The elder (who does a slightly better job) works Tues., Thurs., and Sat., and charges ¥500. It's closed on Mondays.

G3 Bitter Medicine

This shop is only open on weekends. It sells items that heal or revive Pokémon, and are cheaper than the standard Pokémon Mart versions. The catch is that Pokémon hate the medicine, so using it will upset their mood.



1	Donald ¥600
	Slowpoke Level 10
	Slowpoke Level 10
2	Teru ¥352
	Magnemite Level 07
	Magnemite Level 07
	Magnemite Level 09
	Voltorb Level 11
3	Issac ¥720
	Lickitung Level 12
4	Eric ¥352
	Grimer Level 11
	Grimer

Pharmacy	
ENERGYPOWDER	500
ENERGY ROOT	800
HEAL POWDER	450
REVIVAL HERB	2800



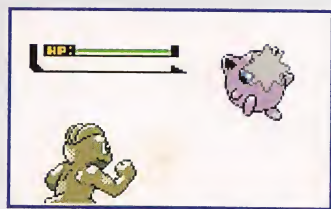
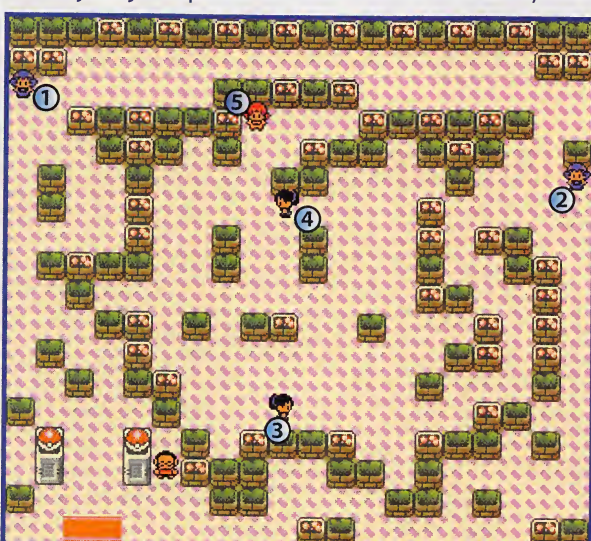
H Battle Whitney for the Plain Badge

All the Pokémon in Whitney's Clefairy-shaped Gym (squint at the map below if you can't see the Clefairy) are plain-vanilla Normal Pokémon. That means that your new Machop (you did trade for it, right?) is obscenely powerful (even a low-level one can take down most of the Junior Trainers' Pokémon in one shot each), and that your Gastly is just plain immortal. Of course, that works both ways,

since Normal Pokémon are immune to Ghost techniques. But you can use your Gastly to put the opponents to sleep and then swap in something else.

Whitney has some tough Pokémon: Clefairy's Metronome can screw up your careful plans (or backfire completely), and the big pink cow gives a serious beating. Put it to sleep with Gastly and use a Rock-type Pokémon (they have partial resistance to Normal) to take it down.

1	Victoria ¥1496
	Sentret Level 09
	Sentret Level 13
	Sentret Level 17
2	Samantha ¥1408
	Meowth Level 16
	Meowth Level 16
3	Carrie ¥432
	Snubbull Level 18
4	Bridget ¥360
	Jigglypuff Level 15
	Jigglypuff Level 15
	Jigglypuff Level 15



5	Whitney ¥2000
	Clefairy Level 18
	Miltank Level 20

Get a Free Squirtbottle

The woman in this small house in the Northeast corner of Goldenrod will give you a free **Squirtbottle** after you beat Whitney.

There's nothing you can do with it now, but make sure you pick it up, 'cause you'll be needing it later, at Route 36.

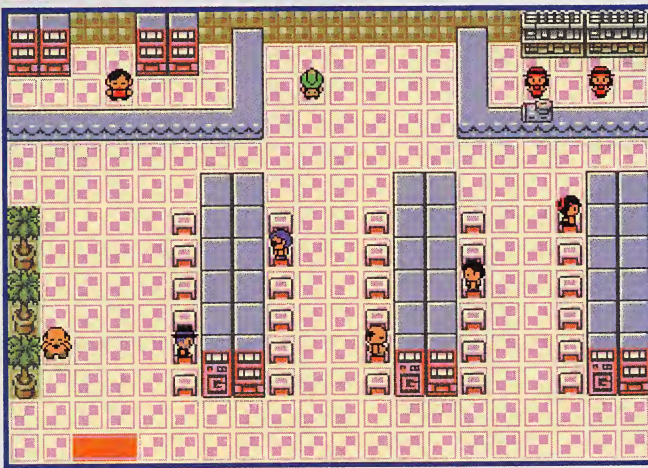


Run an Errand for the Border Guard

As you leave Goldenrod to the north, talk to the guard in the guardhouse. He'll ask you to deliver a message to his friend way back in Route 31 (shown to the right). The message comes around the neck of a Spearow, so you'll need an empty slot in your party to do it. If you complete the errand, you'll get **TM 50** (Nightmare) from the friend, and an **HP Up** the next time you talk to the guard. You can do it now if you want, but if you wait until you unblock the path to Violet City at Route 36, it will be a lot easier.



Game Corner

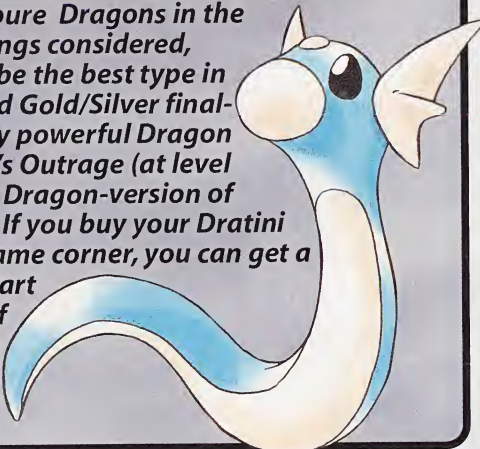


Once you get the Coin Case in the Tunnel, you can buy coins and start gambling. The big prize here is Dratini, but you can also get the game's best Fire, Ice, and Electric TM's.

Prizes (in coins)	
TM 25 (Thunder)	5500
TM 14 (Blizzard)	5500
TM 38 (Fire Blast)	5500
Abra	200
Ekans (Gold)	700
Sandshrew (Silver)	700
Dratini	2100

Dratini

The members of Dratini's family (except Dragonite) are the only pure Dragons in the game. All things considered, Dragon may be the best type in the game, and Gold/Silver finally adds a truly powerful Dragon technique. It's **Outrage** (at level 50), kind of a Dragon-version of **Petal Dance**. If you buy your Dratini here in the game corner, you can get a good early start raising one of these powerful beasts.



The Classic Slot Machines

The slots are a little different this time around. The individual wheels stop at a set distance after you hit the button, so it is possible to get "into a groove" and make them stop where you want. This takes time, practice, reflexes, and may give you a killer headache. If that doesn't sound so good, try the cards.

If you do do the slots, play three at once so you can score off of diagonals.



Since all the slots have the same pattern and go at the same speed, those with lightning reflexes can nail triple 777's.

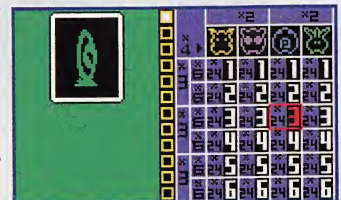


But you never know when falling Golem or some other random effect will mess it up.

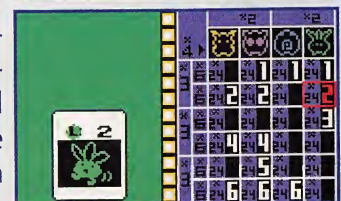
PAYOFFS	
x 6	x 15
x 8	x 50
x 10	x 300

The New Card Flip Game

The card flip game is new in Gold/Silver. If you make bets on individual cards (instead of betting on rows or columns), the odds of this game are actually in your favor, since pulled cards disappear from the board until your twelfth mistake (so on the twelfth bet, you have a 1-in-12 chance of getting a 24-to-1 payoff). So spend enough time on this game and you can turn a small coin investment into a free Dratini or TM.



At the beginning, the odds of getting a 24-to-1 payoff are an even 1 in 24.

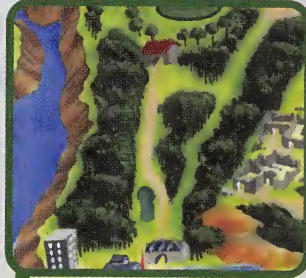


But by the twelfth turn, the odds of the same payoff are 1 in 12.

SECTION E: THE FOG BADGE



Ecruteak is the City of Legends, and it's there you'll find the homes of four new Legendary Pokémon. At the moment, these powerful beasts are way out of your league, but you can sharpen your skills by hunting rare Pokémon at the National Park and battling Morty's Phantom Army.



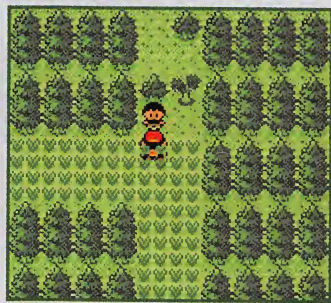
section
E-1

ROUTE 35

A Prepare for Another Swarm

Route 35 doesn't look like much, but it's the sole habitat of another new Pokémon. Catching one now is tough, since they only appear in significant numbers when they swarm. Trade phone numbers with Arnie, and he'll give you a ring when that happens.

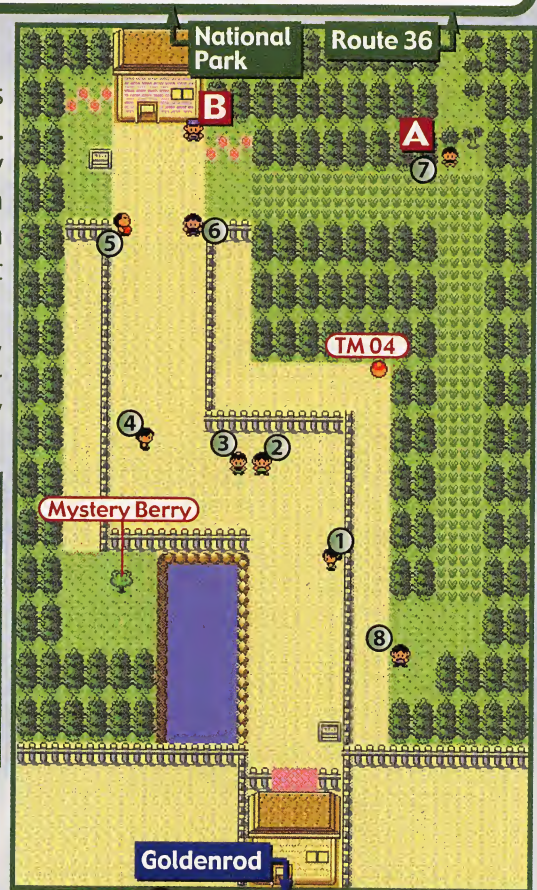
Once you've recorded Arnie's number, continue on to **TM 04** (Rollout), a Rock-type attack that builds in power every turn, until it misses.



B Another Skittish Guard

Like the guard back in Route 34, this guy will attack anyone who passes by at night. Once again it seems clear that Growlithe are the Pokémon of choice for law enforcement personnel. Who knew?

	Dirk P560
	Growlithe Level 14
	Growlithe Level 14



Route 35 (Both Versions)	Morning	Day	Night
Abra	20%	20%	20%
Drowzee	24%	24%	24%
Ditto	8%	8%	8%
Nidoran ♀	23%	23%	23%
Nidoran ♂	16%	16%	16%
Pidgey	8%	8%	-
Hoothoot	-	-	8%
???	1%*	1%*	1%*

*Numbers increase during swarms

	Kim P300
	Vulpix Level 15

	Elliot P300
	Sandshrew Level 13
	Marill Level 12


	Brooke P320
	Pikachu Level 16

	Ivan P280
	Diglett Level 10
	Zubat Level 10
	Diglett Level 14

	Walt P624
	Magmar Level 11
	Magmar Level 13


	Irwin P560
	Voltorb Level 02
	Voltorb Level 06
	Voltorb Level 10
	Voltorb Level 14


	Bryan P336
	Pidgey Level 12
	Pidgeotto Level 14



Nidoran♂ Male


Nidoran get powerful early attacks (like Horn Attack at level 8), but not much late in the game. So your best bet is to evolve it into a Nidorino at level 16, then use a Moon Stone to evolve it again before level 23 (when final form Nidoking learns Thrash).





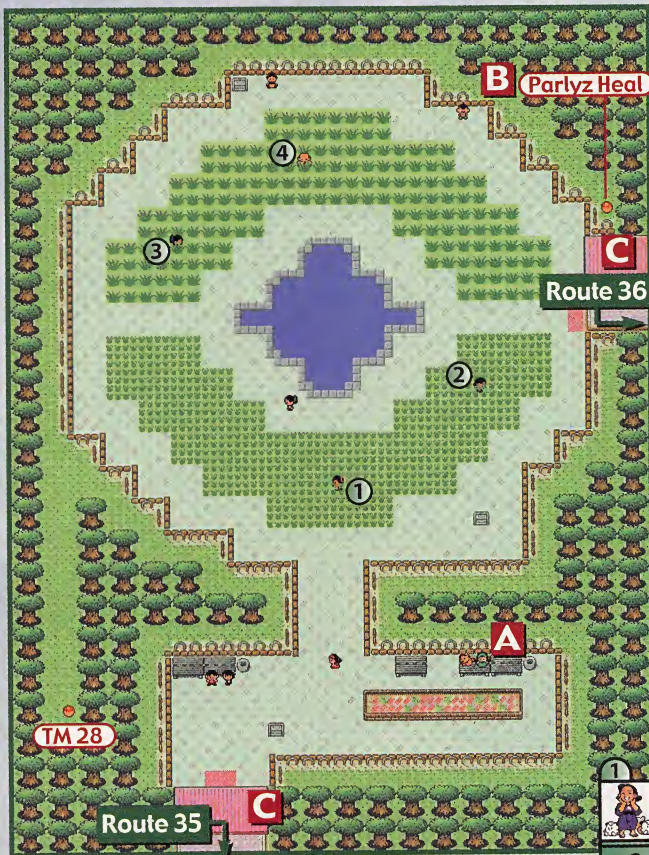
Nidoran♀ Like the Males,

Nidoran females should probably be evolved into Nidoqueen as early as possible. And nope, the rumor that you can breed a Nidoking and Nidoqueen to make a super-powerful Pokémon isn't true. Too bad.



NATIONAL PARK

section
E-2



A Get the Quick Claw


Talk to this woman, and she'll give you the **Quick Claw**. When equipped by a Pokémon, this will sometimes let that Pokémon get the first attack, regardless of their speed. So give it to your slowest fighter.

B A Hole in the Fence



If you look carefully, you'll see a missing rung in the fence. That's all the opening you need to get to the nearby **Parlyz Heal**, or to loop all the way around to **TM 28** in the southwest corner of the park. **TM 28** contains Dig, a solid Ground attack that can also be

used outside of battle to teleport out of dungeons (like an Escape Rope).



Sunkern This pure Grass Pokémon can learn Absorb, Mega Drain, and Giga Drain. Its stats are among the worst in the game, but you can evolve it into a Sunflora at any time with a Sun Stone, so level it up to 10 (so it learns Mega Drain) then use the Stone. It won't get Giga Drain, but it will learn Petal Dance and Solar Beam... And get good stats!



Preserve (Gold Version)		Morning	Day	Night
	Caterpie	40%	30%	—
	Metapod	30%	20%	—
	Pidgey	30%	30%	—
	Sunkern	—	20%	—
	Hoothoot	—	—	100%
Preserve (Silver Version)		Morning	Day	Night
	Weedle	40%	30%	—
	Kakuna	30%	20%	—
	Pidgey	30%	30%	—
	Sunkern	—	20%	—
	Hoothoot	—	—	100%

1	Beverly ¥1120	
2	Jack ¥480	
	Oddish Level 12	
	Voltorb Level 15	
3	Krise ¥360	
	Oddish Level 12	
	Cubone Level 15	
4	William ¥1120	
	Raichu Level 14	



The Bug-Catching Contest

When you enter the park on Tuesdays, Thursdays, and Saturdays (from either side), you'll have the opportunity to participate in a free bug-catching contest.

You'll get to take one of your Pokémon and twenty Park Balls (which are not very effective). You have about 20 minutes, but you'll probably catch a winner or use up your balls before that. When you're done, just leave the way you came and the judging will begin.

You can only hold one captured Pokémon at a time, so if you have one and catch another, you'll have to pick one to set free. The goal is to catch the best Pokémon you can get. You get points based on the rarity of the Pokémon (Scyther, Pinsir, Beedrill and Butterfree are the highest), and on the Pokémon's level. First prize wins a **Sun Stone**, Second gets an **Everstone**, and Third gets a **Gold Berry**. Everyone else gets a regular **Berry**. And of course, you get to keep the Pokémon you caught.

Since this is the only place to get Scyther and Pinsir, Weedle in Gold, and Caterpie in Silver, you may want to enter repeatedly. Unfortunately, there is only one competition per day.

You can use your Sun Stone immediately to evolve your Sunkern or Vileplume.

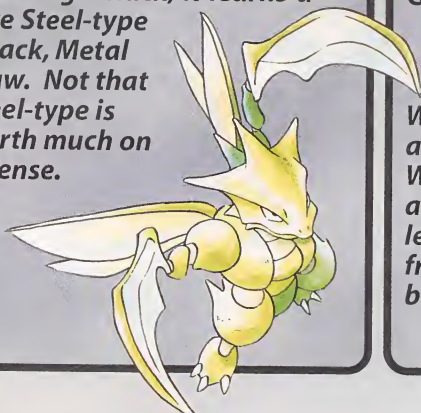


	Bug-Catching (Both Versions)	Morning	Day	Night
	Caterpie	20%	20%	20%
	Metapod	14%	14%	14%
	Butterfree	4%	4%	4%
	Weedle	20%	20%	20%
	Kakuna	14%	14%	14%
	Beedrill	4%	4%	4%
	Venonat	8%	8%	8%
	Paras	8%	8%	8%
	Scyther	4%	4%	4%
	Pinsir	4%	4%	4%

Scyther

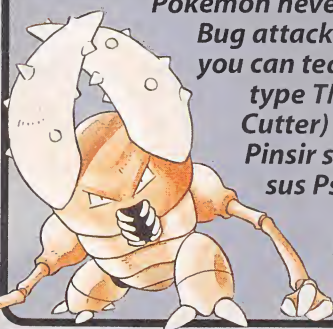
Good old Scyther is back, and better than ever. The best news is Scyther's new False Swipe, which it learns at level 18. While relatively weak, this attack always leaves its victim with at least 1 HP. That makes it invaluable for catching other Pokémon, since you can put them into the red without risking a K.O.

Scyther can evolve now, by trading it with the Metal Coat item. This new half-Steel Pokémon, Scizor, loses Speed but gains Attack and Defense. And instead of learning Wing Attack, it learns a rare Steel-type attack, Metal Claw. Not that Steel-type is worth much on offense.



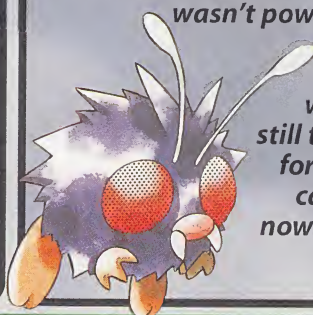
Pinsir

Poor Pinsir is always second-best to Scyther. This straight Bug Pokémon never gets any Bug attacks, but now you can teach it Bug-type TM 49 (Fury Cutter) and make Pinsir strong versus Psychic and Dark Pokémon.



Venonat

Venonat was always an awkward mix of Bug and Poison types that got mostly Psychic attacks that it wasn't powerful enough to use effectively. And, well, that's all still true. Evolved form Venomoth can learn Gust now. Umm... Yay.



NOTE: Growlithe and Vulpix can be Found in Route 36+37 (next page)

Growlithe

Growlithe's 2nd form, Arcanine, has always been the best Fire Pokémon (I know many people prefer Charizard, but it's true). With a third Fire attack (Flame Wheel) and the ability to learn Fireblast from a TM, it's better than ever.



Vulpix

Vulpix and Ninetales are good, too. While not as powerful as Growlithe, they're a bit quicker, and sometimes that makes all the difference. They haven't changed much, but at least now Ninetales keeps learning moves after it's evolved.



ROUTE 36+37

section

E-3



1	Mark P480
	Abra Level 13
	Abra Level 13
	Kadabra Level 15
2	Alan P512
	Tangela Level 16
3	Ann+Anne P320
	Jigglypuff Level 16
	Clefairy Level 16
4	Greg P544
	Drowzee Level 17

A Water (and Capture) the Sudowoodo

The tree that's blocking your progress can't be Cut, so why not try watering it with the Squirtbottle you got in Goldenrod? Okay, that doesn't make a whole lot of sense, but do it anyway. The "tree" is actually a Sudowoodo Rock Pokémon. Capture it carefully, since if you K.O. it, it's gone for good.

B More Free Stuff

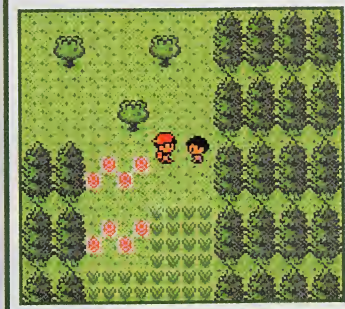
The "tree" wasn't too popular, and this guy will give you **TM 08** just for uprooting it. It contains Rock Smash, which breaks certain rocks that you'll soon encounter, and deals Fighting-type damage while lowering opponents' Defense in battle.

E Three Apricorn Trees

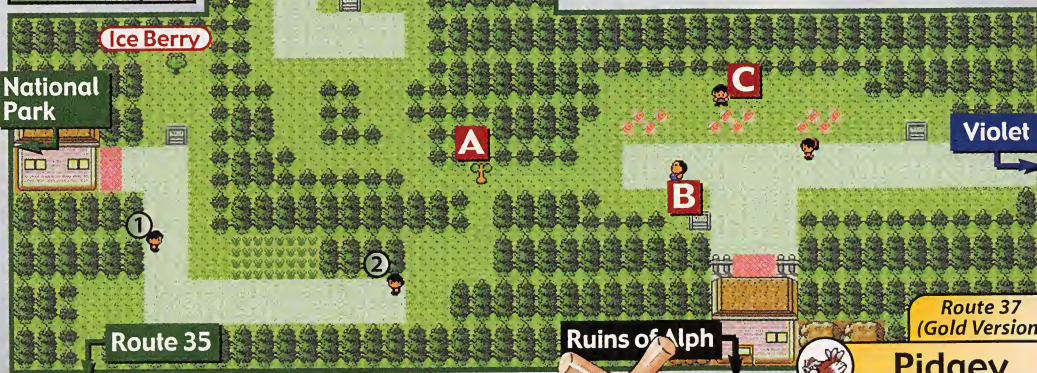
These trees contain **Red**, **Blue** and **Black Apricorns**, which can be made into Level, Lure, and Heavy balls by Kurt in Azalea.

C Mr. Thursday and Mr. Sunday

You know the drill: Talk to Arthur, who appears at point C on Thursdays, and get a **Hard Stone**, which powers up Rock attacks (go Sudowoodo!). Talk to Sunny at point D on Sundays for a **Magnet**, which beefs up Electric moves.



NOTE: Route 36 has the same Pokémon as Route 37, but at lower levels and with Nidoran instead of Ledyba and Spinarak.



Sudowoodo This odd tree creature is the game's only pure-Rock Pokémon, which is kind of cool. With a good Attack and Rock's traditional high defense, Sudowoodo is the worst nightmare of Fire, Ice, Flying and Bug-types. Just keep it away from Water, Grass, Ground and Fighting-type Pokémon.

Stantler This feral antelope has uniformly solid stats and particularly high Attack and Speed scores. It can learn a couple of decent Normal attacks (Stomp at 23 and Take Down at 40), but its moves are otherwise on the weak side. Since it can't evolve, it might not be a good idea to spend a lot of time trying to level it up.

	Morning	Day	Night
Pidgey	50%	30%	-
Pidgeotto	-	10%	-
Growlithe	30%	15%	10%
Stantler	20%	45%	40%
Hoothoot	-	-	20%
Spinarak	-	-	30%

	Morning	Day	Night
Ledyba	30%	-	-
Pidgey	40%	30%	-
Pidgeotto	-	10%	-
Vulpix	15%	15%	15%
Stantler	15%	45%	15%
Hoothoot	-	-	70%

A The Time Capsule is Fixed!

You'll find Bill waiting for you in Ecruteak's Pokémon Center, and all the news is good. They've managed to repair the Time Capsule on the second floor, which lets you trade Pokémon between your Gold or Silver pack and your old Red, Blue or Yellow packs. The machine will be up and running tomorrow (the day after you meet Bill), but there's plenty to do in Ecruteak in the meantime. Or you could always follow Bill back to his home in Goldenrod City for a free Eevee!



B The Item Finder

The man in this small house will give you the classic **Item Finder**. When you use it (it's a good idea to assign it to SELECT), you'll be able to hear from the beeps if there are any hidden items nearby.



C The Burned Tower

They say Lugia left when the tower burned down, but there may still be some Legends about. If you need EXP, You can explore this area (page 43) before you go to the Gym (page 44).



D Battle at The Dance Hall for HM 03



If you defeat the five dancers on the Dance Hall stage (each has a different Eevee form), one of the spectators will give you **HM 03, Surf!** They're tough, but you can go heal between fights.



Naoko
¥1224

Flareon
Level 17



Zuki
¥1224

Umbreon
Level 17



Sayo
¥1224

Espeon
Level 17



Kuni
¥1224

Vaporeon
Level 17



Miki
¥1224

Jolteon
Level 17

Eevee

Eevee has two new evolutions, **Espeon** and **Umbreon**, which evolve based on Eevee's **tame-ness** and whether its **night or day**. So to get all five, you'll need a lot of Eevee. You can buy another Eevee in the **Celadon Game Corner**, or breed Eevee (or their evolved forms) with **Ditto** or similar **Pokémon** (for example, **Pikachu** and **Jolteon** may bear an Eevee).



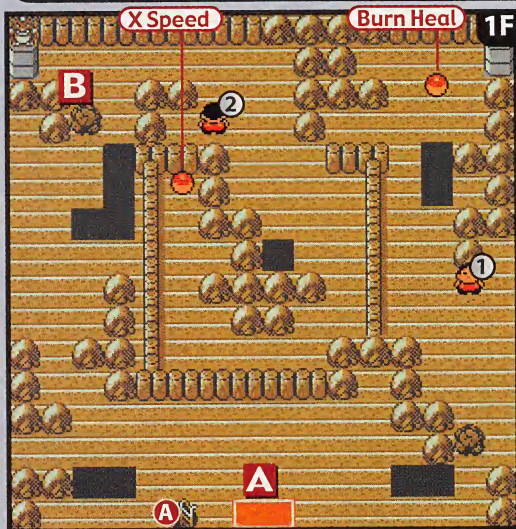
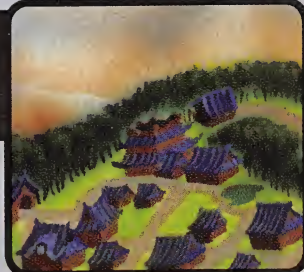
Poké Mart

POKé BALL	200
GREAT BALL	600
POTION	300
SUPER POTION	700
ANTIDOTE	100
PARLYZ HEAL	200
AWAKENING	250
ICE HEAL	250
BURN HEAL	250
REVIVE	1500

BURNED TOWER

section

E-5



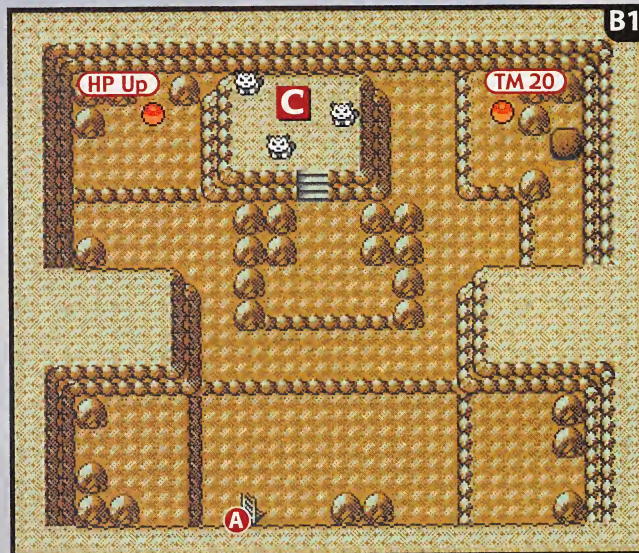
	Rival ¥1320
Haunter Level 20	
Magnemite Level 18	
Zubat Level 20	
(Starter) Level 22	?

A Your Rival Returns

You won't get more than a step or two into the tower before your rival strikes with his ever-expanding roster of Pokémon. Bring your best counter-type Pokémon for taking down his starter, 'cause at level 22, it's likely to be stronger than any of yours. Psychics are good here, since Zubat and Haunter are both part Poison.

B Shatter Stone With Rock Smash

Did you teach a Pokémon TM 08 yet? If not, do it now and bring that Pokémon along, 'cause you won't get far in this dungeon without it. The cracked dirt clod-looking rocks can be cleared with a single use of this technique, and you'll need to do it to get to the pit in the center of the first floor.



1		Ned ¥720
	Koffing Level 15	
	Koffing Level 15	
	Growlithe Level 16	
2		Dick ¥816
	Charmeleon Level 17	

C Unleash the Beasts of Legend

That pit in the middle is the most important part of this dungeon. It drops you down to the pedestal with the three Pokémon, who turn from stone to flesh when you approach them, and then bolt. Congratulations: You just freed three new powerful Legendary Pokémon in Gold and Silver (see the next page for more info), and your work here is done.



Koffing Koffing is a little bit better in Gold and Silver. Nothing major has changed, but it now starts with Poison Gas (an attack that always poisons its foe, which can be very useful), and can learn Destiny Bond (which K.O.'s both Pokémon when Koffing faints).



Magmar Magmar is a great Fire Pokémon that can be caught in both Gold and Silver, but only here in the Burned Tower. Magmar learns its best attacks much earlier now; Fire Punch comes at level 19 instead of 43! And it can now learn Fire Blast (at level 57). It can even give birth to a new Pokémon, so get two (or a Ditto).



	Tower 1F (Both Versions)	Morning	Day	Night
	Rattata	35%	35%	35%
	Raticate	15%	15%	15%
	Zubat	10%	10%	10%
	Koffing	40%	40%	40%

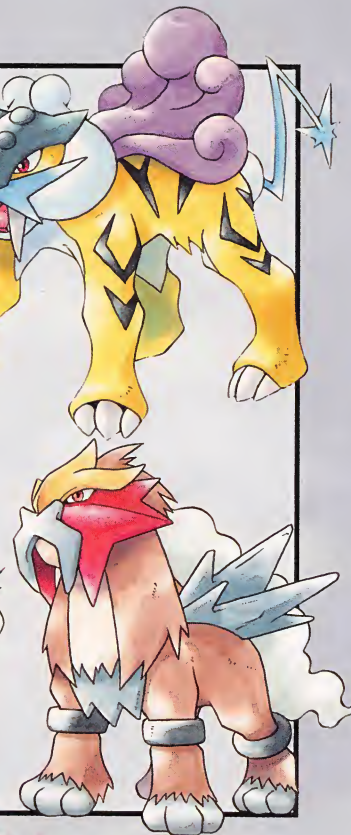
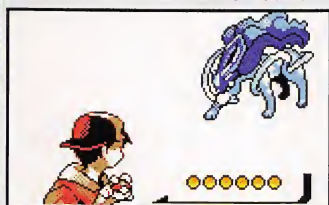
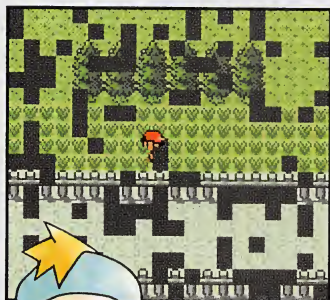
	Tower B1 (Both Versions)	Morning	Day	Night
	Rattata	35%	25%	45%
	Zubat	10%	10%	10%
	Koffing	40%	40%	40%
	Magmar	15%	25%	5%

Three New Legendary Pokémon

Raikou, Entei and Suicune split as soon as you free them, and will spend the rest of the game wandering from Route to Route in Johto. You'll meet them again when you get into a random battle and one appears instead of a local Pokémon, but no one knows when or where. But don't be afraid when you do encounter them: Instead of attacking, these level 40 Pokémon will run away immediately (you may get to attack first, so use Sleep if your active Pokémon has it, but don't try changing Pokémon). Any damage you do won't heal, so after enough random encounters, they may be wounded enough to catch.

Actually, there is an art to tracking and capturing these cowardly but powerful beasts, which we'll discuss on

page 98. But first you have to get lucky and run into each of them.

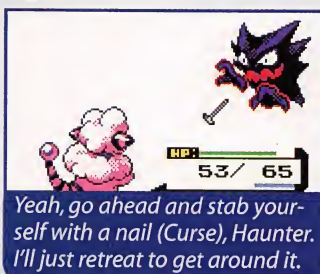


Battle Morty for the Fog Badge

The Ghost Gym is full of pitfalls that send you back to the beginning, so follow the arrow and stay in line with the Junior Trainers when you're moving horizontally. Of course, then you won't be able to avoid them, but that may be for the best. Morty is a tough opponent, and you need all the practice you can get.

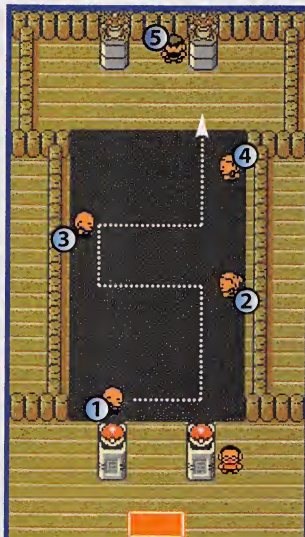
There are a couple of ways to handle this gym. One is to come in with powerful Psychics (since all these Ghosts are part Poison) and try to K.O. them quickly. Kadabra is fast, so a high-level one can

do a lot of damage. Another is to exploit the Normal-type resistance to Ghost by teaching a straight Normal Pokémon (like Sentret) a



1	Ping ¥512
	Gastly Level 16
	Gastly Level 16
	Gastly Level 16
	Gastly Level 16
	Gastly Level 16
2	Grace ¥800
	Haunter Level 20
	Haunter Level 20
3	Jeffrey ¥704
	Haunter Level 22

4	Martha ¥800
	Gastly Level 18
	Gastly Level 20
	Haunter Level 20
5	Morty ¥1600
	Gastly Level 21
	Haunter Level 21
	Gengar Level 25
	Haunter Level 23



non-Normal attack, like Surf or Dig. Most of the Ghosts won't be able to hurt it, except by using Curse, an attack that usually backfires (it costs the user 1/2 of its HP) and that you can easily get around by swapping out your Pokémon (unless you were hit with Mean Look). Also, Dark works great here, so use Pokémon with moves like Bite and Pursuit.

The Tin Tower



Once you've earned the Fog Badge, you'll be able to cross the short tunnel that begins at point F. This leads to the outskirts of town, near the Tin Tower where the Legendary Pokémon Ho-oh lives. But to get past the first floor of the tower, you'll need to come back later with the Rainbow Wing.



SECTION F: THE MINERAL & STORM BADGES



You'll have to do some swimming, but the areas west of Ecruteak offer two badges in a row. It's a short trip, but we've added in some side quests you may want to attempt when you learn Surf and Strength. They're your only chance to get three rare (and very cool) Pokémon.

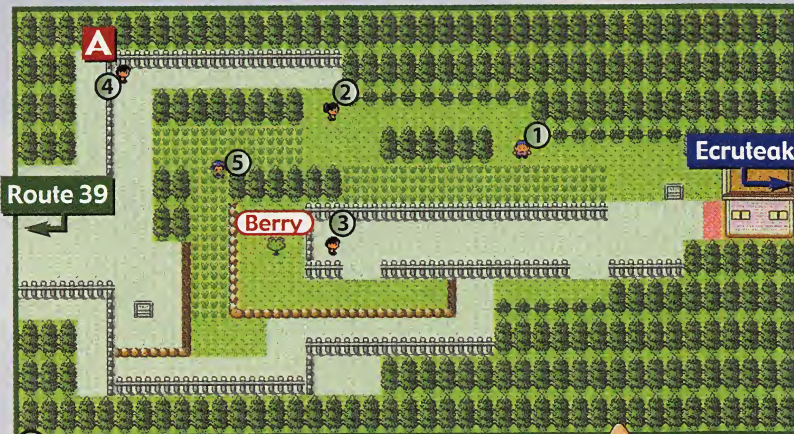
ROUTE 38

section
F-1



A Sign Up for the Snubbull Report

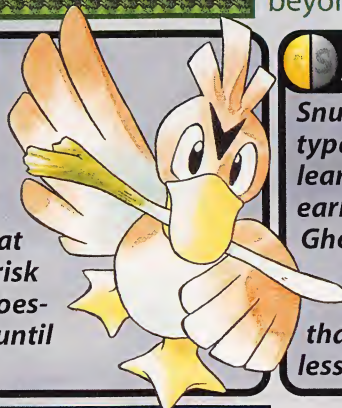
You know how this works: Trade phone numbers, and wait for the call. When you get it, come back and catch your Snubbull, 'cause the odds of catching one without it are beyond dismal.



1	Harry P760
2	Wooper Level 19
3	Dana P432
4	Flaaffy Level 17
5	Psyduck Level 18
6	Toby P408
7	Doduo Level 15
8	Doduo Level 16
9	Doduo Level 17
10	Chad P608
11	Mr. Mime Level 17
12	Valerie P1496
13	Hoppip Level 17
14	Skiploom Level 17

Farfetch'd








Farfetch'd is pretty much the same old Farfetch'd... Cute, but limited. It can now learn False Swipe, the move that hurts Pokémon without risk of K.O.'ing them, but it doesn't get that opportunity until level 44.










Snubbull

Snubbull is a Normal-type Pokémon that learns some nice early attacks like Ghost-type Lick and Dark-type Bite. But it doesn't learn too much after that, making it one of the less useful Normal-types.



Route 38 (Gold Version)		Morning	Day	Night
	Farfetch'd	20%	20%	—
	Magnemite	20%	20%	20%
	Tauros	10%	10%	10%
	Rattata	20%	20%	30%
	Raticate	20%	20%	30%
	Miltank	9%	9%	9%
	Snubbull	1%*	1%*	1%*
		*Numbers increase during swarms		

*Numbers increase during swarms

Route 38 (Silver Version)		Morning	Day	Night
	Farfetch'd	20%	20%	—
	Magnemite	20%	20%	20%
	Tauros	10%	10%	10%
	Meowth	20%	20%	30%
	Raticate	20%	20%	30%
	Miltank	9%	9%	9%
	Snubbull	1%*	1%*	1%*
*Numbers increase during swarms				

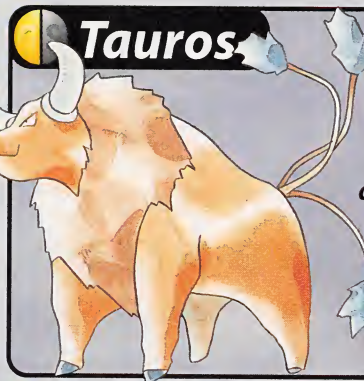
*Numbers increase during swarms

A Save the Miltank for TM 13 and Cheap Milk

The Miltank in this barn is sick, and only feeding it a bunch of Berries (around seven) will save it. There's a Berry tree nearby, but it may take you a few days to accumulate that many. They'll thank you with **TM 13** (Snore, an attack which only works while you're asleep), and begin selling **Milk** (which heals 100 HP) for ¥500.



1	Norman ¥640
	Slowpoke Level 17
	Slowpoke Level 20
2	Derek ¥1360
	Pikachu Level 17
3	Ruth ¥1360
	Pikachu Level 17
4	Eugene ¥760
	Poliwhirl Level 17
	Raticate Level 17
	Krabby Level 19



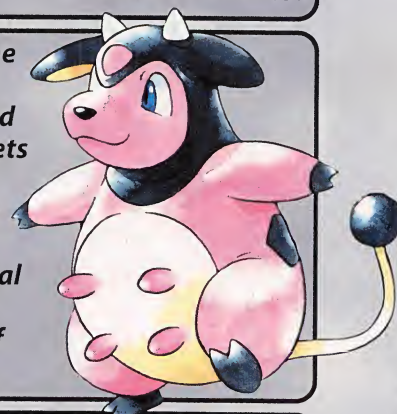
Tauros

There are way too many pure-Normal Pokémon to choose from in Gold and Silver, but Tauros is definitely one of the best. All of its stats are great except Special Attack, which it doesn't use anyway. For some reason Stomp has been replaced with Horn Attack, but it now learns Thrash at level 43.



Miltank

Miltank is the female version of Tauros, and shares its Speed and some of its strength. It also gets two great healing moves: Milk Drink (level 19) which recovers HP and can be used on other Pokémon (like Softboiled), and Heal Bell (at level 53), which erases the negative status conditions of all of your Pokémon.



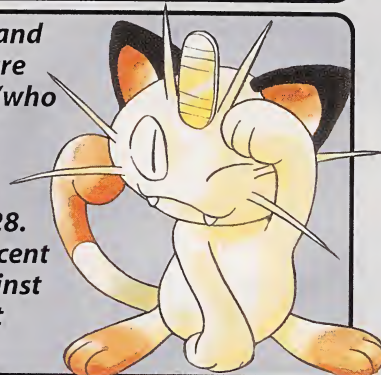
Magnemite

There have been some big changes for little Magnemite. It's now Electric/Steel (instead of just Electric), which gives it resistance to everything except Ground, Fighting, and Fire (which it's weak to) and Water (which it isn't). And now it finally learns a decent late game attack, Zap Cannon, an Electric attack with a strength of 100 that always Paralyzes—but only hits half the time.



Meowth

Meowth and Persian are only in Silver, but Gold players (who will get Mankey instead) aren't missing too much. Its only new move of note is Faint Attack (a Dark version of Swift), at level 28. That and Bite make Meowth decent against Psychics and great against Ghosts (who typically can't hurt Normal-types).



Route 39
(Gold Version)

	Morning	Day	Night
Farfetch'd	16%	16%	—%
Magnemite	20%	20%	20%
Tauros	4%	4%	12%
Rattata	26%	26%	26%
Raticate	30%	30%	30%
Miltank	4%	4%	12%

Route 39
(Silver Version)

	Morning	Day	Night
Farfetch'd	20%	20%	—%
Magnemite	26%	26%	26%
Tauros	4%	4%	12%
Meowth	20%	20%	24%
Raticate	26%	26%	26%
Miltank	4%	4%	12%

OLIVINE CITY

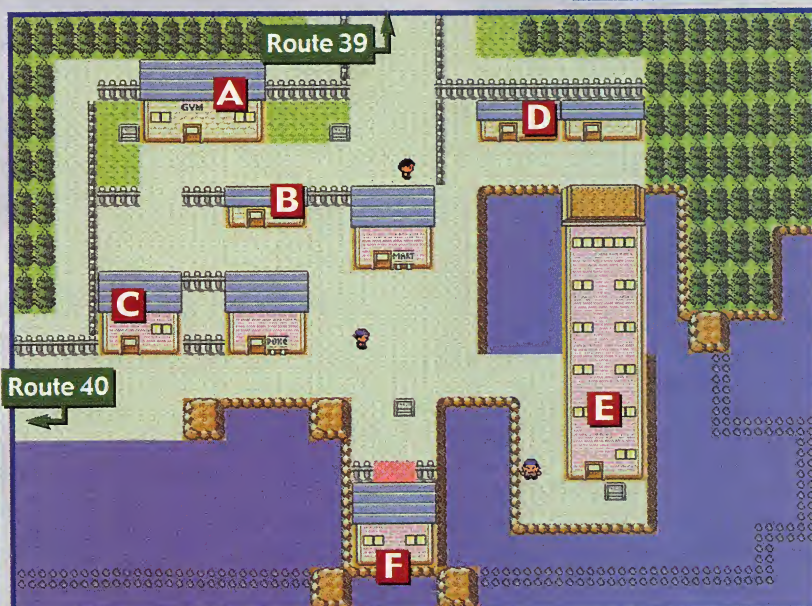
section
F-3



A Where's the Olivine City Gym Leader?



When you arrive in Olivine, you'll find your rival lurking near the Gym, but he isn't interested in you. He's looking for Jasmine, the Olivine Gym Leader. The word around town is that she's gone to the Lighthouse (E) to help a sick Pokémon.



B Get the Good Rod (Finally!)

Another generous fisherman will give you the **Good Rod** here, so now you can finally catch some decent Water Pokémon. In fact, there are a bunch of good things to fish for right here in Olivine City and its small harbor (see F, next page), including two new Gold/Silver Pokémon that you can catch with the Good Rod.



Olivine City Fishing Chart

	Old Rod	Good Rod	Super Rod
Magikarp	80%	20%	-
Krabby	20%	70%	55%
Kingler	-	-	10%
???*	-	10%*	35%*
Saryu*	-	10%*	35%*

*??? cannot be found at night, Saryu can only be found at night

Poké Mart	
GREAT BALL	600
SUPER POTION	700
HYPER POTION	1200
ANTIDOTE	100
PARLYZ HEAL	200
AWAKENING	250
ICE HEAL	250
SUPER REPEL	500
SURF MAIL	50

C Pick Up HM 04 (Strength)

Yet another random act of kindness in Olivine: Talk to this Sailor and he'll give you **HM 04** (Strength) for free. Teach this to a Pokémon and not only will it learn a powerful Normal attack, it'll also be able to push aside the rounded stones you see in certain dungeons. Now that we have this and Surf, it's a good time to do some backtracking (see page 51).



D Swap a Krabby for a Voltorb

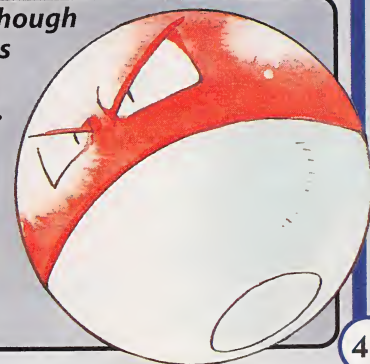
This isn't a particularly exciting trade, since you'll have opportunities to catch wild Voltorb, but you might as well go for it. After all, you can just step outside this guy's front door and fish up an extra Krabby right here and now.



Saryu Saryu are nocturnal now, but it's worth setting up a nighttime fishing trip to catch one. Saryu and Starmie have solid stats, learn new moves like **Rapid Spin** (at level 13), and get old moves like **Recover** much earlier. Stick with Saryu until level 47 before you evolve it.



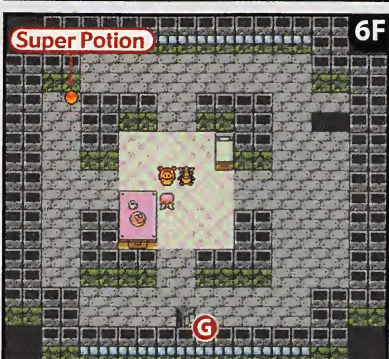
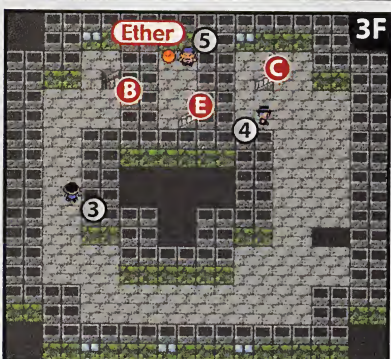
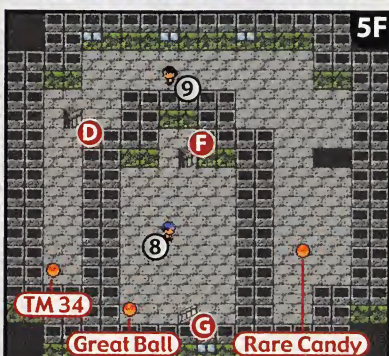
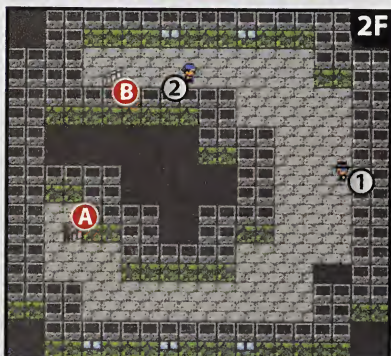
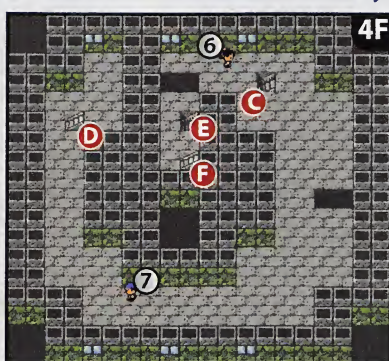
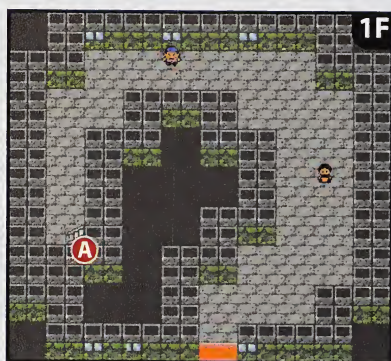
Voltorb Even though it looks just as Steel as Magnemite, Voltorb is still pure Electric. This is good, 'cause it means it gets to keep its incredible Speed. Use a TM to teach Thunder to its evolved form, **Electrode**, and you'll have a first turn K.O.'ing machine.



E Olivine City Lighthouse

There are no Pokémon in this dark tower, only a series of relatively easy trainers. Some of them can be avoided, but don't miss the Gentlemen, since they carry a ton of cash. The only other trick here is to fall through the pit above staircase E on level 4; that's the way to get the central staircase that will take you to the top floor. But make sure to head up to the dead end on level 5 anyway to get the **Rare Candy** and **TM 34** (Swagger).

At the top you'll find Jasmine, and her ailing Pokémon, but she still won't be willing to accept any challenges. You'll need to travel to Cianwood and bring her back medicine first.



1 Alfred
¥1440
Noctowl
Level 20

2 Huey
¥720
Poliwhirl
Level 18
Poliwhirl
Level 18

3 Derek
¥352
Pidgy
Level 17
Pidgy
Level 15
Pidgy
Level 19
Pidgy
Level 15
Pidgy
Level 15

4 Preston
¥1296
Growlithe
Level 18
Growlithe
Level 18

5 Terrell
¥800
Poliwhirl
Level 20

6 Connie
¥504
Marill
Level 21

7 Kent
¥800
Krabby
Level 18
Krabby
Level 20

8 Earnest
¥720
Machop
Level 18
Machop
Level 18
Poliwhirl
Level 18

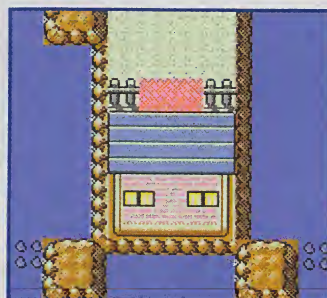
9 Denis
¥432
Spearow
Level 18
Spearow
Level 18
Fearow
Level 20



E Great Fishing in Olivine Harbor

There are no ships sailing today, but the harbor is still worth a visit for the great fishing opportunities. In addition to an early chance to catch a Shellder, you can hook a mystery

Olivine Harbor Fishing Chart		Old Rod	Good Rod	Super Rod
	Magikarp	90%	40%	-
	Shellder	-	25%	30%
	Tentacool	10%	10%	-
	Tentacruel	-	-	10%
	???	-	25%	50%
	???	-	-	10%

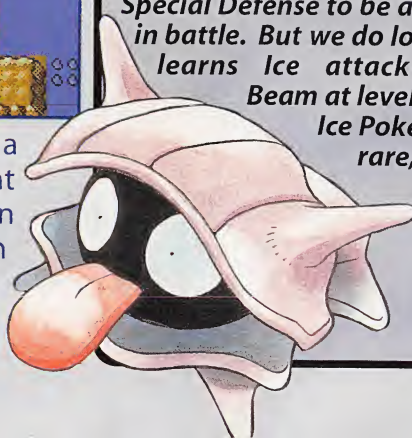


Pokémon with a mix of types that will be a big help in getting through Route 40+41.

Shellder

Shellder's evolved form, Cloyster, was a favorite of ours in Red/Blue/Yellow, but now that Special has been split into two stats, we're finding its low Special Defense to be a problem in battle. But we do love that it learns Ice attack Aurora Beam at level 17 now.

Ice Pokémon are rare, but very useful versus the Elite Four.



ROUTE 40+41

section
F-4



Head Straight to Cianwood Ignore the islands that you'll swim past on the way to Cianwood. The Legendary Lugia lives in the islands' network of caves, but you'll need HM 06 to get past the Whirlpools, and the Silver Wing to get to Lugia.

A Uncover a Shuckle If you use Rock Smash on the cracked rocks at the beach, you may uncover a Krabby or a Shuckle (if you get nothing, just leave, come back, and try again). Shuckle can be tricky to catch, so you may want to wait for the freebie in Cianwood.



B Miss Monday



If you shirk work and hit the beach on a Monday, Monica will give you the **Sharp Beak**, which powers up the Flying-type attacks of the Pokémon that holds it.



Route 40 - G/S Route 41- S		Morning	Day	Night
	Tentacool	84%	84%	84%
	Tentacruel	16%	16%	16%

Route 41 (Gold Version)		Morning	Day	Night
	Tentacool	80%	80%	80%
	Tentacruel	16%	16%	16%
	???	4%	4%	4%

NOTE: The above charts list Pokémon you'll encounter while swimming. In Route 41 there is a new Pokémon in the Gold version only.

Route 40 Fishing Chart		Old Rod	Good Rod	Super Rod
	Magikarp	80%	20%	-
	Krabby	20%	70%	55%
	Kingler	-	-	10%
	??? *	-	10%*	35%*
	Saryu*	-	10%*	35%*

*??? cannot be found at night, Saryu can only be found at night

NOTE: The fishing chart for Route 41 (the island area) is the same as the chart for Olivine Harbor.

C Junior Trainers Aplenty

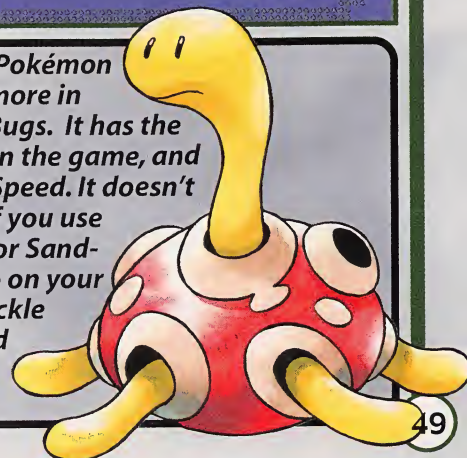


We don't have space to list the rosters of the 14 Junior Trainers in this area. But we will say that their Pokémon are all Water-types, so bring lots of Electric and Grass Pokémon. Or just avoid them—Swimmers never carry much cash.



Shuckle

This Rock/Bug Pokémon definitely has more in common with Rock-types than other Bugs. It has the highest Defense and Special Defense in the game, and the worst Attack, Special Attack, and Speed. It doesn't naturally learn any good moves, but if you use TM's to teach it stuff like Toxic, Curse, or Sandstorm, you'll have a nasty little combo on your hands. Here's a weird trick: Make Shuckle hold a Berry, use Shuckle in battle, and the Berry turns into Berry Juice (which heals 20 HP instead of 10).





section F-5

CIANWOOD ISLAND

A Get Jasmine's Medicine

The pharmacist in this small building will give you the **Secret Potion** that Jasmine needs. If you then leave and come back, he'll start selling a small selection of normal medicines including the handy, space-saving Full Heal, which can cure any status condition.

B Give Shuckle a Good Home

The guy in this house is so concerned about his Pokémon being stolen that he'll give it to you for safe-keeping. It's a Shuckle named Shuckie, and as long as you keep it happy, it's yours to keep.



Poké Mart

POTION	300
SUPER POTION	700
HYPER POTION	1200
FULL HEAL	600
REVIVE	1500

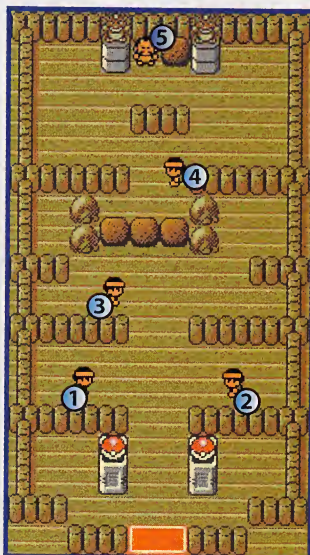
C The Pokémon Photographer

If you have a Game Boy Printer, this guy will be happy to take free photos of your Pokémon. The printed versions show the Pokémon's picture, its moves, and all of its stats.



D Battle Chuck for the Storm Badge

All of the Pokémon in this Gym are Fighting-type, but there's no simple trick to getting through it. Most of the fighters have non-Fighting type attacks to take care of Ghost Pokémon, so pack your roster mainly with quick Psychics (who can get a K.O. before they're flattened by the counterattack) and tough Flyers (especially ones with Flying attacks).



1	Yoshi P648
	Hitmonlee Level 27
2	Lao P648
	Hitmonchan Level 27
3	Nob P600
	Machop Level 25
	Machoke Level 25

4	Lung P600
	Mankey Level 23
	Mankey Level 23
	Primeape Level 25
5	Chuck P3000
	Primeape Level 27
	Poliwrath Level 30

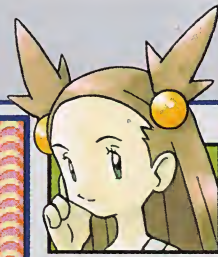


E Time to Fly!

Once you've defeated Chuck, this young lady will give you **HM 02 (Fly)**. Teach it to a Flying-type Pokémon and soar back to Olivine.



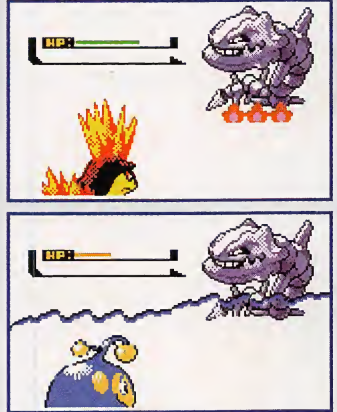
Route 41



D Battle Jasmine for the Mineral Badge

No puzzles, no tricks, no Junior Trainers... Just Jasmine, two Magnemite, and a big, angry Steelix. Steel is vulnerable to Fire, Fighting, and Ground. A pure Ground Pokémon would be especially great here, since it would also be protected from the Magnemite's electricity. But if you don't have a good one at this point, try using your best Fire Pokémon, a Machop, and any Water Pokémon. Water is weak against Magnemite, but great against part-Ground Steelix, who is the real threat here.

1	Jasmine ¥3500
Magnemite Level 30	
Steelix Level 35	
Magnemite Level 30	



JOHTO SIDE QUESTS section F-6

Now that you have Surf, Strength, and Fly, it's a good time to do some backtracking and pick up a few Items and Pokémon that we couldn't get to before. These are all optional, so feel free to skip ahead.

Valuable Items in the Slowpoke Well

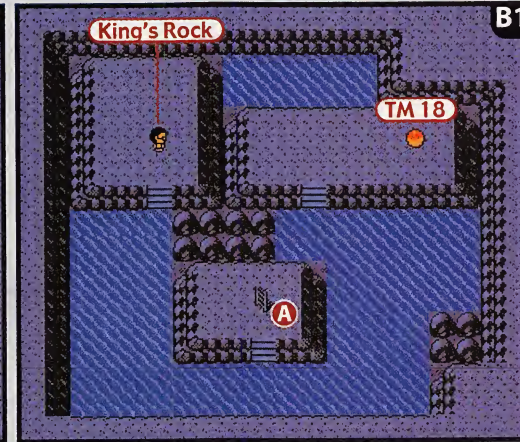
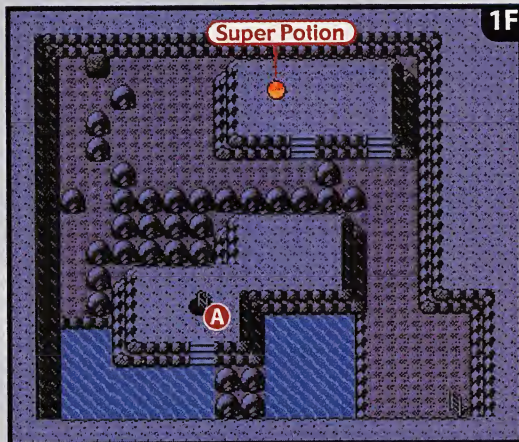
TM 18 (Rain Dance) isn't that great. But the King's Rock is all that and then some. When held, that Pokémon's attacks get a small chance of making an opponent Flinch and lose their turn (so give it to a speedy Pokémon). And if it's equipped by a Poliwhirl or Slowbro when traded, that Pokémon will evolve into a new form.

Well B1 (Both Versions)	Morning	Day	Night
Zubat	65%	65%	65%
Golbat	15%	15%	15%
Slowpoke	20%	20%	20%
Slowpoke	70%	70%	70%
Slowbro	30%	30%	30%

Get TM 20 in the Burned Tower



If you jump into the pit in the northeast corner of the Tower's first floor, you'll end up near here. Use Strength to push aside the rock, and get TM 20 (Endure), which can keep your Pokémon from being K.O.'ed for a few turns.



The Elite Trio of Route 34

If you use Surf near the water on the West side of Route 34, and sail south, you'll come across these three elite trainers. There's no pause to heal between the first two fights, so come prepared: Good Electric Pokémon like Flaaffy and Grass Pokémon like Sunflora are a must here. Victory will earn you the Soft Sand that powers up Ground-type attacks.

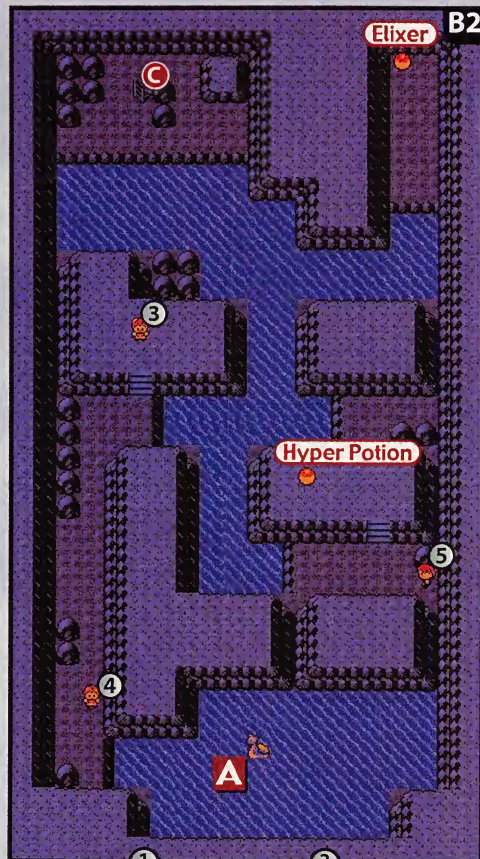
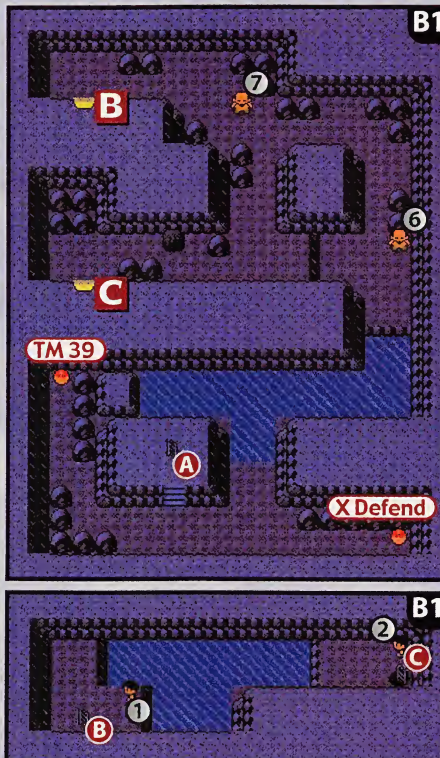
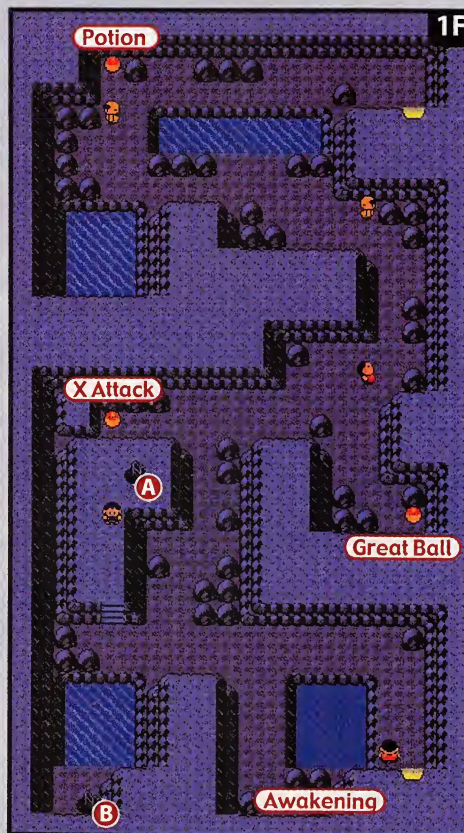
Irene ¥1152
Goldeen Level 22
Seaking Level 24

Jenn ¥1248
Staryu Level 24
Starmie Level 26

Kate ¥1344
Shellder Level 26
Cloyster Level 28



Lapras Lurks in the Union Cave



A It Only Comes Out on Fridays...



No one knows why Lapras only comes out on Fridays, but it never misses a one. It's resilient as well as punctual; if you accidentally

K.O. it, it will still return the next week. Still, you probably don't want to wait (after all, Lapras is one of the best Pokémon in the game), so fight carefully and use Heavy Balls if you got 'em.

B C Take the Back Doors to the Ruins

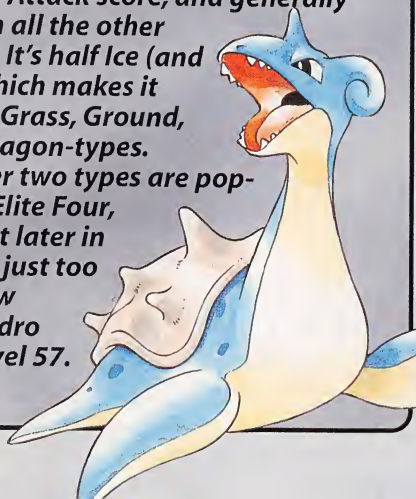
If you're planning to continue your exploration of the Ruins of Alph (see next page), make sure to












go through these two exits. Each one leads to a different part of the Ruins of Alph that is otherwise inaccessible.

1	Andrew P1440	3	Gwen P1056
	Marowak Level 24		Eevee Level 26
	Marowak Level 24		Vaporeon Level 22
2	Calvin P1560		Flareon Level 22
	Kangaskhan Level 26		Jolteon Level 22
		4	Emma P1344
			Poliwhirl Level 28
		5	Nick P1248
			Charmander Level 26
			Squirtle Level 26
			Bulbasaur Level 26
		6	Leonard P800
			Geodude Level 23
			Machop Level 25
		7	Phillip P736
			Geodude Level 23
			Geodude Level 23
			Graveler Level 25

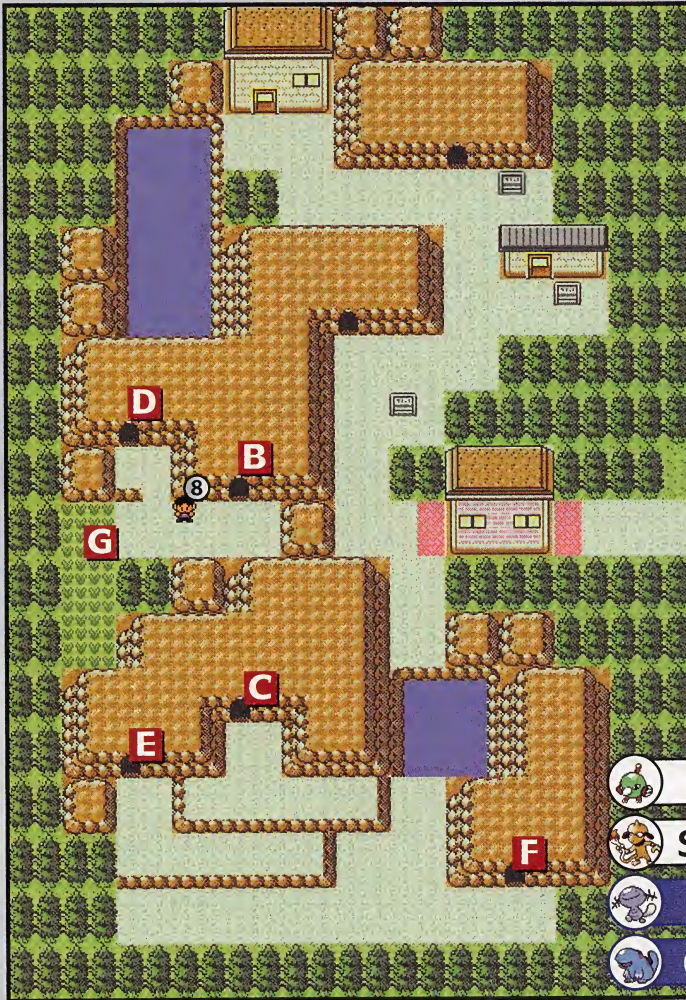
Lapras It's a lot of trouble getting to this guy, but it's always worth it. Lapras has a ton of HP, a meaty Special Attack score, and generally good scores in all the other departments. It's half Ice (and half Water) which makes it great against Grass, Ground, Flying, and Dragon-types. Since the latter two types are popular with the Elite Four, Lapras is great later in the game. It's just too bad that it now can't learn Hydro Pump until level 57.



Cave B2 (Both Versions)		Morning	Day	Night
	Geodude	20%	20%	20%
	Onix	10%	10%	10%
	Rattata	10%	10%	10%
	Raticate	20%	20%	20%
	Zubat	20%	20%	20%
	Golbat	20%	20%	20%
	Tentacool	40%	40%	40%
	Tentacruel	20%	20%	20%
	Quagsire	40%	40%	40%

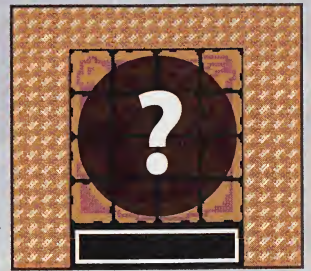
6	Leonard P800
	Geodude Level 23
	Machop Level 25
7	Phillip P736
	Geodude Level 23
	Geodude Level 23
	Graveler Level 25

More Mysteries in the Ruins of Alph



D E F Egads! More Puzzles!

You can swim to one of the sliding puzzle rooms, but the other two will require exiting from special areas (points B and C) of the Union Cave. The three new puzzles are much harder, since they're not symmetrical like the first one (the solutions are on page 104). Each one you solve releases more new Unown variations into the Ruins.



G Natu, Smeargle, and a Trainer



This thin strip of grass is one of the most overlooked Pokémon-catching areas in the game. It's the only place you can find either of these Pokémon, so don't leave

without them. Watch out for the lone trainer!

Ruins of Alph
(Both Versions)



Natu

Morning

88%

Day

88%

Night

88%



Smeargle

12%

12%

12%



Wooper

50%

50%

50%



Quagsire

50%

50%

50%

8



Nathan
#832

Girafarig
Level 26



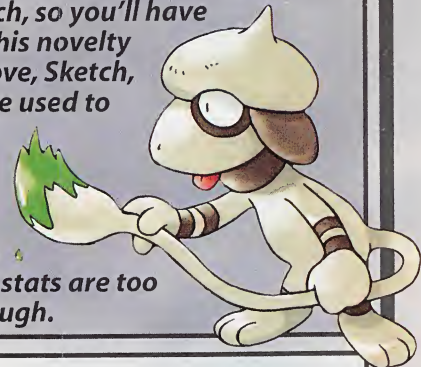
Natu



This little bird is hyper cute and evolves into one of my favorite-looking Pokémon. But as a fighter, this Psychic/Flying combo has nothing on Lugia. Its stats are very mediocre, and it doesn't get many good attacks. And while Natu can Teleport you back to the last Pokémon Center you visited, it can't learn to Fly for real (evolved form Xatu can, however).

Smeargle

Shy Smeargle doesn't come out much, so you'll have to be patient to catch one. This novelty Pokémon learns only one move, Sketch, every 10 levels. Sketch can be used to copy—permanently—the last attack used on Smeargle. So with a lot of effort (it won't work versus humans), you can set up Smeargle with the best attacks in the game. Its stats are too low to do much with 'em, though.



And While We're in the Neighborhood...

Pick up Stray Items in Violet City

If you check the map on page 22, you'll see a hidden PP Up and a Rare Candy past Surf-able ponds.

Catch a Psyduck in Ilex Forest

If you Surf in the Ilex Forest until you're attacked, you'll encounter an elusive Psyduck (evolved form Golduck may also appear). You can also catch these Water Pokémon by Surfing near Route 35.



Grab Cherrygrove's Mystic Water

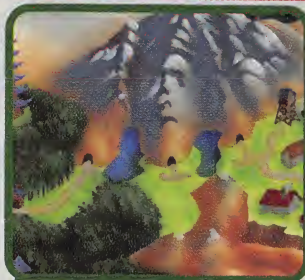


Cherrygrove City is just a 1-second flight away, so you should drop by and get the Mystic Water from the guy in the island. When equipped, it will power up your Pokémon's Water-type attacks.



SECTION G: THE GLACIER BADGE

Six badges down, only two to go! Our next stop will take us east from Ecruteak to Mahogany, a town that's fallen under the dark shadow of Team Rocket. But before we can get into that gym, we'll need to visit the Lake of Rage and research the rumors of a Red Gyarados with the help of an old friend.



section
G-1

ROUTE 42

A Ignore the Caves For Now

You'll pass three entrances to Mount Mortar as you cross Route 42, but you can't get to the caves' ultimate prize (an exclusive Pokémon) without HM 07 (Waterfall). So we'll cover Mt. Mortar on page 66. For the time being, our business is in Mahogany.

B Three Rare Apricorn Trees

You'll need to Cut your way into this private Apricorn grove, but it's well worth it. It's the only place in the game where you can get Peach, Green, and Yellow Apricorns, which can be made into Love, Friend, and Moon Balls.



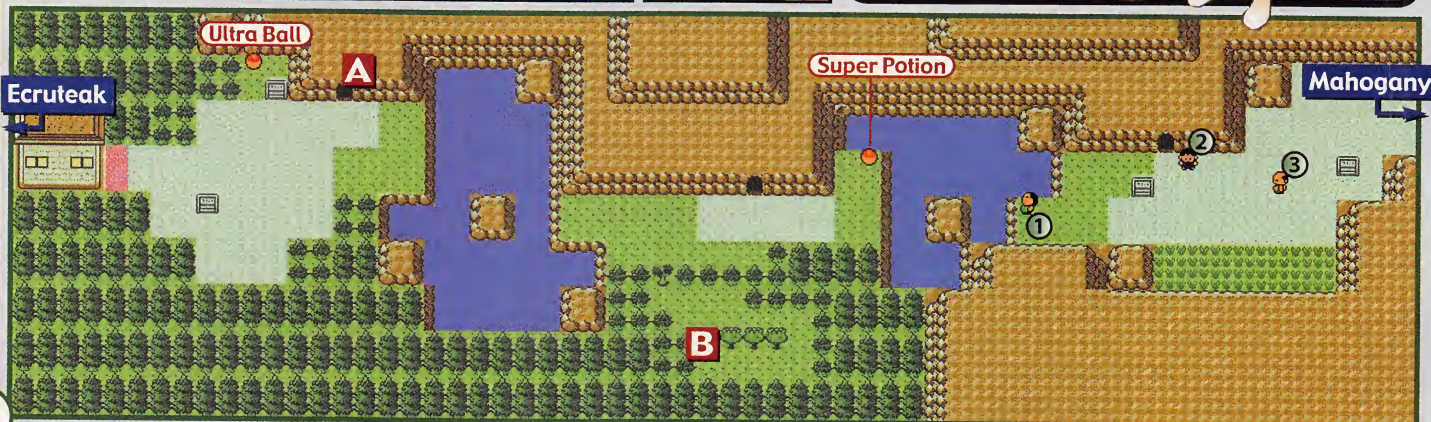
Route 42 (Gold Version)	Morning	Day	Night
Spearow	35%	25%	-
Mankey	25%	25%	25%
Mareep	25%	35%	25%
Flaaffy	15%	15%	15%
Zubat	-	-	35%

Route 42 (Silver Version)	Morning	Day	Night
Spearow	30%	20%	-
Mareep	55%	65%	65%
Flaaffy	15%	15%	15%
Zubat	-	-	20%

1	Chris P720
	Qwilfish Level 18
2	Shane P960
	Nidorina Level 16
	Nidorino Level 16
3	Benjamin P512
	Diglett Level 14
	Geodude Level 14
	Dugtrio Level 16

Mankey

Fighting Pokémon are still few and far between. Mankey was underpowered in Red, Blue and Yellow, but they've done a lot to improve it in Gold (it can't be found in Silver). It finally gets a strong late game Fighting move, (Cross Chop), and early moves like Karate Chop have been powered up.



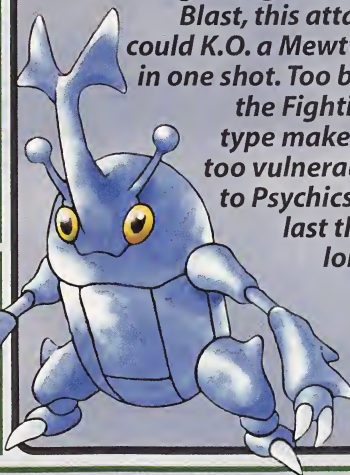
More Headbutting Fun!

Remember when you Headbutted all those trees to get a Pineco and Exeggcutor? Well, it's time to start Headbutting again, 'cause starting with Route 42, there's a whole new assortment of Pokémon to dislodge. You'll get a lot of Spearow, but you'll also knock down new Pokémon Heracross and Aipom. If you've lost the Pokémon that knew how to Headbutt, you can re-buy the TM (#02) in Goldenrod City.



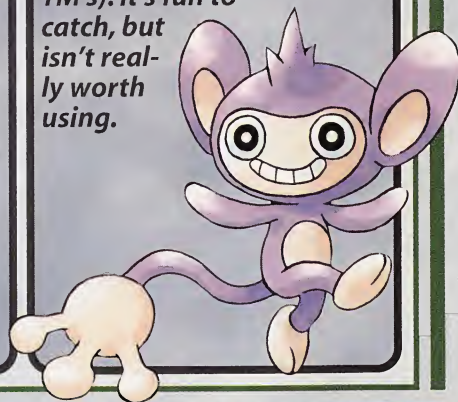
Heracross

Heracross is an interesting mix of Bug and Fighting types, and it alone learns Bug's new super attack, Megahorn. The Bug equivalent of Lightning and Fire Blast, this attack could K.O. a Mewtwo in one shot. Too bad the Fighting type makes it too vulnerable to Psychics to last that long.



Aipom

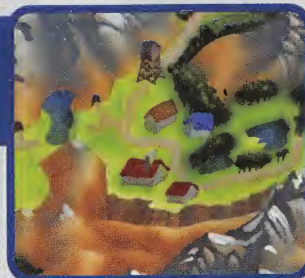
This disturbing Pokémon is one of 32 pure-Normal Pokémon in Gold and Silver. Aipom is quick, but has otherwise unimpressive stats and a poor collection of moves (although it can learn a bunch of TM's). It's fun to catch, but isn't really worth using.



MAHOGANY TOWN

section

G-2



What's Going on Here?

Something's wrong in Mahogany, and it shouldn't take three guesses to figure out who's to blame. Team Rocket has the Gym blocked, and the path to Route 44 shut down. (The guy who blocks your way will offer to sell you candy bars for 300 bucks, but won't let you pass whether you buy them or not). That leaves you no choice but to head North to Route 43 (and the Lake of Rage).

A Very Unusual Item Shop

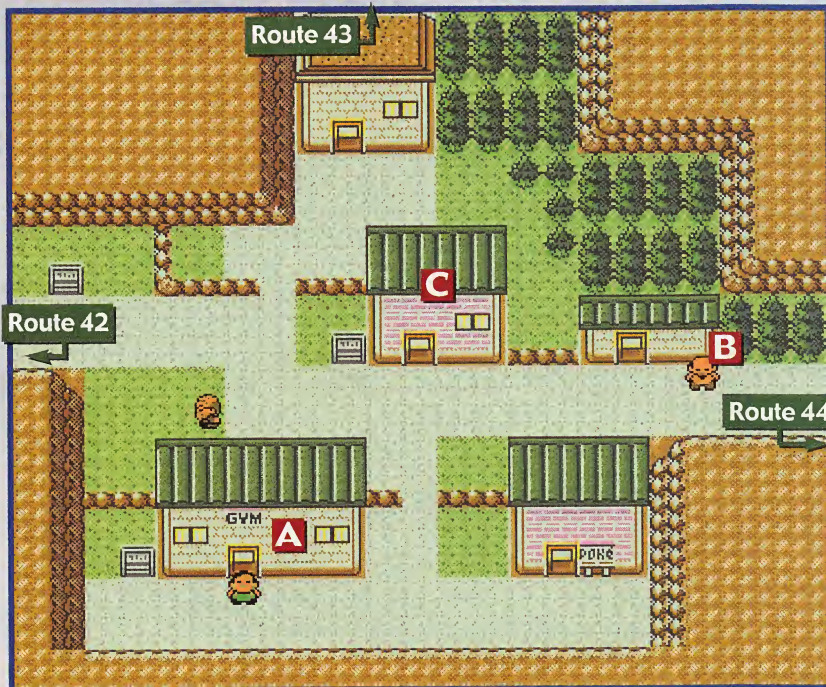
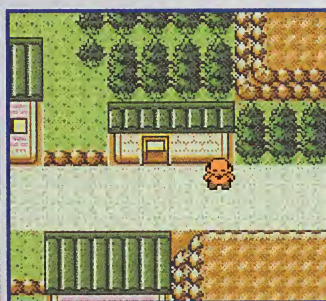
Instead of the usual staples, this item shop sells odd items like Tinymushrooms and Slowpoke-tails. Both of these items have no real use (they can be resold for the same price), and the shop will revert to a normal store when all of this Team Rocket madness has been cleared up.

Shop (Before)

TINYMUSHROOM	500
SLOWPOKETAIL	9800
POKé BALL	200
POTION	300

Shop (After)

RAGECANDYBAR	300
GREAT BALL	600
SUPER POTION	700
HYPER POTION	1200
ANTIDOTE	100
PARLYZ HEAL	200
SUPER REPEL	500
REVIVE	1500
FLOWER MAIL	50



A Team Rocket Demands an Exorbitant Toll

Team Rocket has taken over the guardhouse on the east side of Route 43. They'll be plenty happy to let you pass... For 1,000 bucks. If you don't want to pay, you'll have to loop around to the west. But that may be for the best; the grassy areas along Route 43 are the only places in the game where you can catch a very cool new Pokémon.

After you've crushed the Rockets, the guardhouse will fall back into friendly hands, and you'll be allowed to pass freely. And the new guard will thank you with **TM 36** (Sludge Bomb), an awesome Poison-type attack.



B Lake of Rage



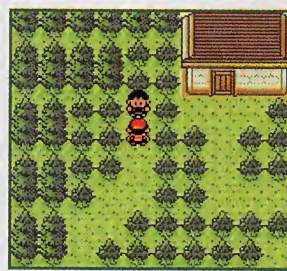
B The Western Path to the Lake

Follow path B to the Lake of Rage area, and you'll arrive at this man's home. He'll give you **TM 10** (the very odd Hidden Power skill). Continue east for **TM 43** (Detect), a skill that lets you avoid your opponent's next attack, but fails when you use it repeatedly. It combines well with Poison skills and Curse.



I can't reveal the new Pokémon in this area, so here's a picture of Flaaffy. Everyone loves Flaaffy!

C Mr. Wednesday's Blackbelt



Wesley, the man in this corner of the Lake of Rage (see map) only comes out on Wednesdays. He'll give you a **Blackbelt**, which strengthens Fighting-type attacks.

1		Spencer ¥380
		Sandshrew Level 17
		Sandslash Level 17
		Zubat Level 17
2		Tiffany ¥400
		Clefairy Level 20
3		Brent ¥1140
		Lickitung Level 19
4		Marvin ¥600
		Magikarp Level 10
		Gyarados Level 10
		Magikarp Level 15
		Gyarados Level 15
5		Ron ¥1140
		Nidoking Level 19
6		Ben ¥1140
		Slowbro Level 19

Route 43 Both Versions		Morning	Day	Night
	Pidgeotto	15%	20%	-
	Venonat	15%	-	20%
	Mareep	30%	40%	30%
	Flaaffy	15%	15%	15%
	???	25%	25%	25%
	Hoothoot	-	-	10%

LAKE OF RAGE

section
G-4



D Capture the Red Gyarados

You don't need to capture this Gyarados to proceed, but you do need to battle it, so you might as well. After all, when are you ever gonna see another red Gyarados? Whether you capture it or K.O. it, you'll get the **Red Scale** when the battle is over. Take this to Mr. Pokémon way back on Route 30 and he'll swap it for an **EXP Share**.



E An Unexpected Ally Vows Revenge

When you make it back to shore, you'll meet Lance, the elite Dragon trainer Ash defeated in Red/Blue/Yellow. He isn't here to start trouble, but to stop it; follow him to the item shop in Mahogany Town and battle Team Rocket together.



F Catch Magikarp for Fun and Prizes

When the Rockets in Mahogany have been thoroughly defeated, come back here and check out the sign outside this guy's house. If you can fish up a bigger Magikarp than the record it lists, you can collect a prize from the guy in the house. It's just a **Max Ether**, though, so don't get too excited.

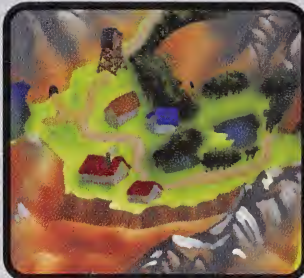


Lake of Rage (Both Versions)		Morning	Day	Night
	Magikarp	85%	85%	85%
	Gyarados	15%	15%	15%

Alternate Color Pokémon Explained

Gyarados isn't the only Pokémon to have an alternate color version. In fact, they all do. You'll know you've come across one when the screen flashes black as in the shot on the left. It's a random chance with any wild Pokémon, but the odds of finding one are incredibly low. You could spend hundreds of hours playing without ever encountering a single one (besides Gyarados), so don't get your heart set on catching alternate color versions of all of them. Incidentally, their stats and abilities are basically the same as the normal color versions.





section G-5

TEAM ROCKET HQ

Team Rocket was behind the mutated Gyarados all along, and Mahogany is a front for their underground plant. If you follow Lance into the Item Shop and down the stairs, you can challenge Team Rocket's leaders and drive them away.



A B Team Rocket's Twisted Traps, Part I

	Rocket P760
	Drowzee Level 17
	Zubat Level 19

	Rocket P720
	Zubat Level 16
	Muk Level 17
	Rattata Level 18

Whenever you pass one of the gold Persian statues, a pair of Rockets (rosters shown to the left) come dashing out to attack. You can't avoid these fights, and you'll fight the same two Rockets

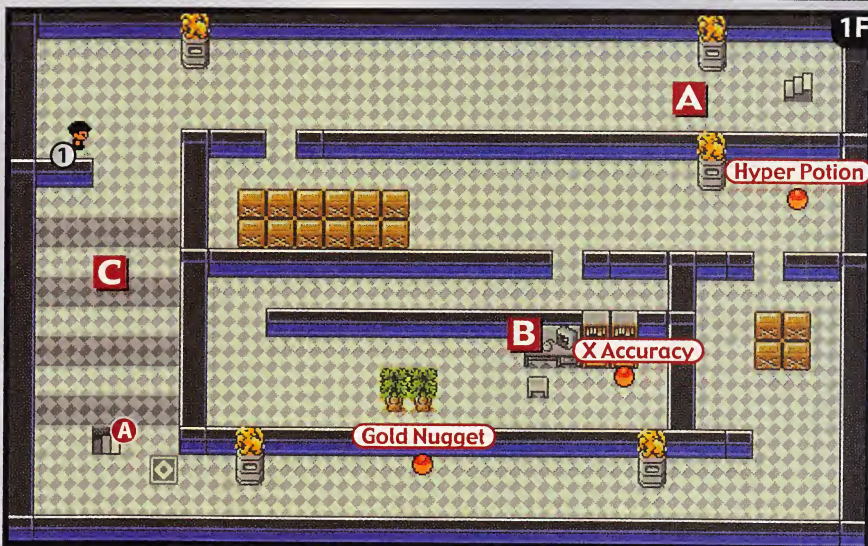
every time (but only the first time you pass each statue).

But why fight them at all? Head down to point B and use the computer to turn the security system off entirely.

	Rocket P640
	Rattata Level 16
	Rattata Level 16
	Rattata Level 16
	Rattata Level 16

C TR's Twisted Traps, Part 2

The off-color floor here is full of pits that force you into fights with Voltorb, Koffing, and Geodude. Like any other fight, you can capture or K.O. the Pokémon, but they won't be back the next time you pass over that exact tile. Or skip the traps entirely by taking the long way around.



D Lance Heals Your Pokémon

Lance is waiting for you at this point, and he'll happily heal all your Pokémon, this one time only, before you move on.

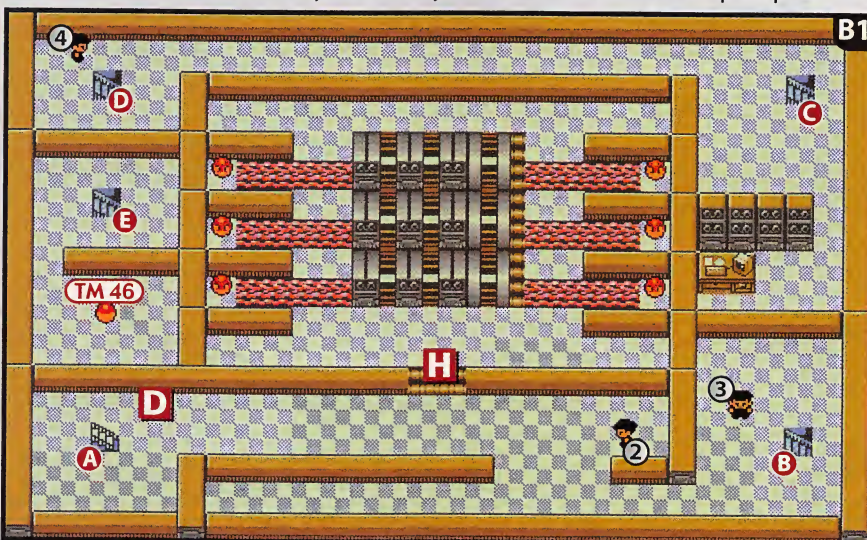
E F Find the Two Passwords!

Security systems are only as strong as the people who know the passwords, which in this case isn't very strong at all. To get the codes to open up the Rocket chief's office, rough up trainers #6 and #8 on level B2 and talk to them afterwards.

	Rocket P720
	Venonat Level 18
	Venonat Level 18

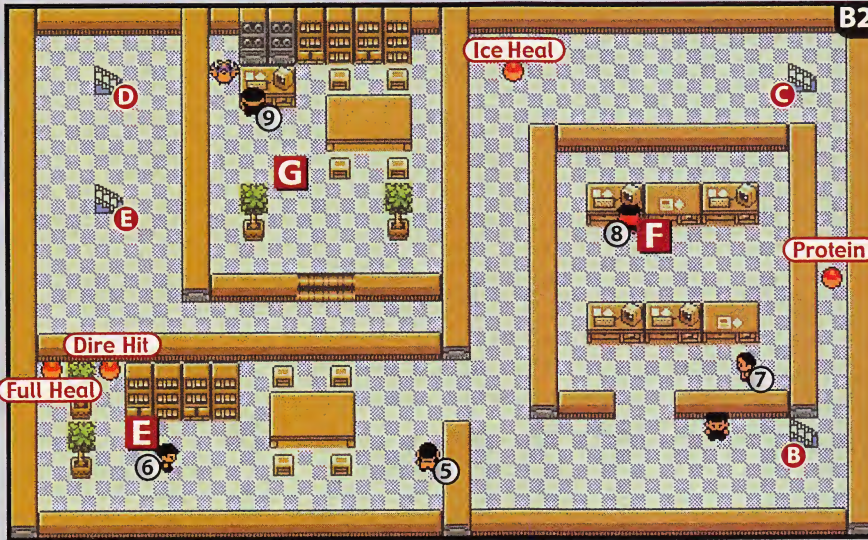
	Rocket P720
	Golbat Level 18

	Rocket P680
	Rattata Level 17
	Zubat Level 17
	Rattata Level 17



G Take Down Team Rocket's Regional Commander

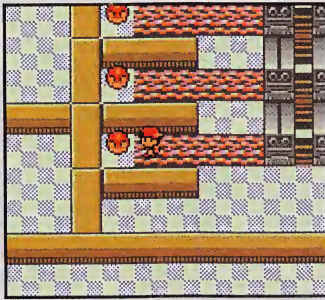
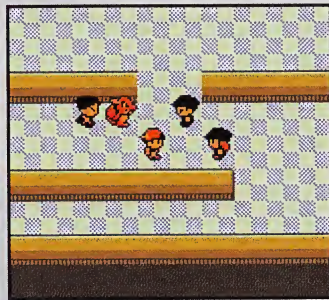
5	Mitch P2400
	Ditto Level 24
6	Rocket P760
	Raticate Level 19
7	Ross P2200
	Koffing Level 22
	Koffing Level 22
8	Rocket P720
	Arbok Level 18
	Gloom Level 18
9	Rocket P1584
	Zubat Level 22
	Raticate Level 24
	Koffing Level 22
10	Rocket P1800
	Arbok Level 26
	Gloom Level 26
	Murkrow Level 26



This guy's Raticate can be tough, so make sure your Pokémon are in fighting shape before you even enter the room. Once you've bested him, talk to his loose-lipped Murkrow to get the password for the Generator Room.

H Shut Down the Plant's Power Generator

Your troubles aren't over yet. After you snag the password, head back to level B1. You'll want to save first; a pair of Rockets (you fight #10, on the left) will be waiting. And it only gets worse: You then have to K.O. the Electrode that are powering the plant.



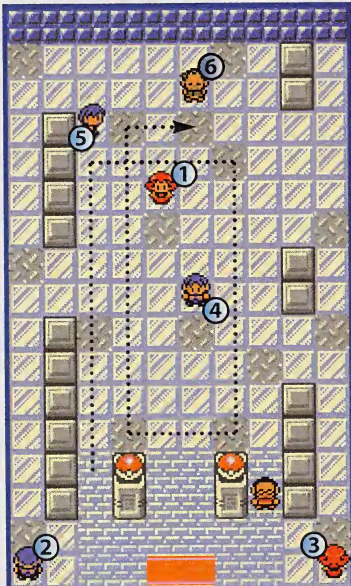
They're fond of Selfdestruct, so you'll need at least three Pokémon that are still in fighting shape.

When the Electrode are gone, the Rockets will disappear from Mahogany, and Lance will reward you with **HM 06** (Whirlpool).



Battle Pryce for the Glacier Badge

You'll go sliding all the way to the opposite wall when you set foot on a block of ice, so even getting to the master of this gym can be tricky. We've traced in the route to take on the map, but you'll need to find routes of your own to get to some of the junior trainers.



Ice is a pretty easy type to deal with, but some of their secondary Types can make things tricky. Fire and Fighting are still good, but with so many Water-types, Ice's vulnerability to Rock is hard to exploit. Electric Pokémon are a better pick.

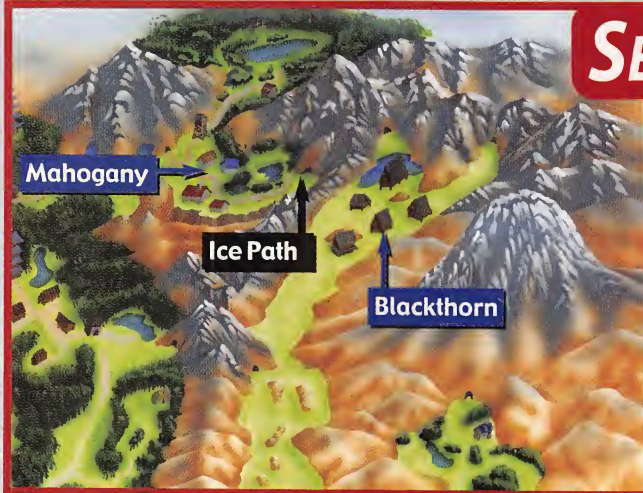
1	Roxanne P2016
	Jynx Level 28
2	Ronald P1728
	Seel Level 24
	Dewgong Level 25
	Seel Level 24
3	Clarissa P2016
	Dewgong Level 28

4	Brad P1872
	Swinub Level 26
	Swinub Level 26
5	Douglas P1728
	Shellder Level 24
	Shellder Level 24
	Cloyster Level 25

6	Pryce P3100
	Seel Level 27
	Dewgong Level 29
	Piloswine Level 31



SECTION H: THE RISING BADGE



Only one badge remains, but it will have to wait. Professor Elm has received word of an emergency at the Goldenrod City Radio Tower, and that's going to have to be your first priority. When that's finally settled, we'll head to secluded Blackthorn City in Johto's far East to fight for the Rising Badge.



section

H-1

RADIO TOWER

Big Trouble in Goldenrod

The path to the next badge is clear. Prof. Elm needs your help in Goldenrod. Fly down there, pick a roster of strong fighters, and infiltrate the Radio Tower.

A Defeat the Imposter and Get the Underground Key

After fighting through five floors of Rockets, you can challenge the fake director for the Underground Key.

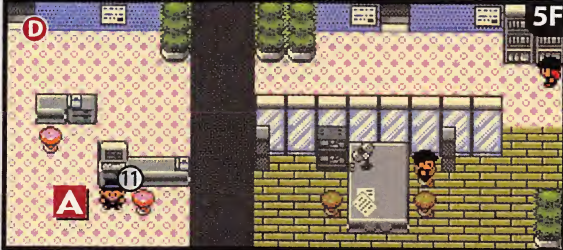
Remember this door in the Goldenrod Tunnel? You can't get any farther in the Tower, so take your Key down here and search for the real tower director.



B Another Rival Ambush

Rival	P1920
Golbat	Level 30
(Starter)	?
Magnemite	Level 28
Haunter	Level 30
Sneasel	Level 32

Got the feeling you're being followed? Your rival will reveal himself in the Underground area, and there's no avoiding a battle this time. Check out his new Sneasel!



1	Rocket P960	7	Rocket P760
	Raticate Level 24		Weezing Level 26
	Raticate Level 24		
2	Rocket P1040	8	Rocket P920
	Arbok Level 26		Koffing Level 23
			Grimer Level 23
3	Rocket P920		Zubat Level 23
	Rattata Level 21		Rattata Level 23
	Rattata Level 21		
	Rattata Level 21	9	Rich P3000
	Rattata Level 23		Porygon Level 30
	Rattata Level 23		
4	Rocket P1040	10	Rocket P880
	Zubat Level 26		Zubat Level 22
	Zubat Level 26		Golbat Level 24
			Muk Level 22
5	Rocket P1000	11	Rocket P2160
	Grimer Level 23		Koffing Level 30
	Grimer Level 23		Koffing Level 30
	Muk Level 25		Koffing Level 30
6	Marc P2700		Weezing Level 32
	Magnemite Level 27		Koffing Level 30
	Magnemite Level 27		Koffing Level 30
	Magnemite Level 27		Koffing Level 30

1 Rocket P1080
Rattata Level 27

2 Rocket P1000
Muk Level 23
Rattata Level 25
Koffing Level 23

3 Rocket P960
Koffing Level 24
Muk Level 24

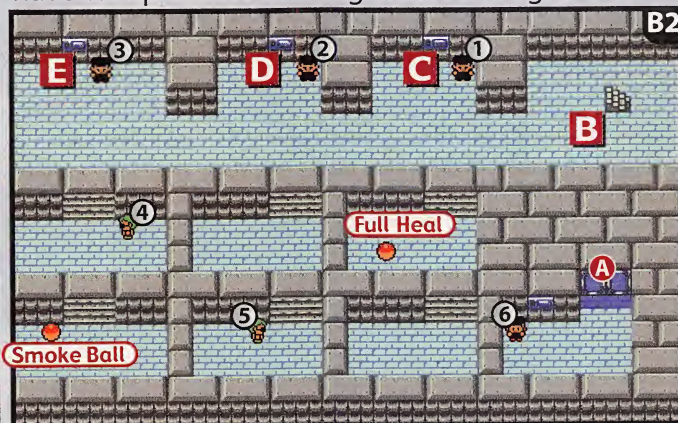
4 Eddie P2112
Growlithe Level 26
Koffing Level 24

5 Duncan P2024
Koffing Level 23
Magmar Level 25
Koffing Level 23

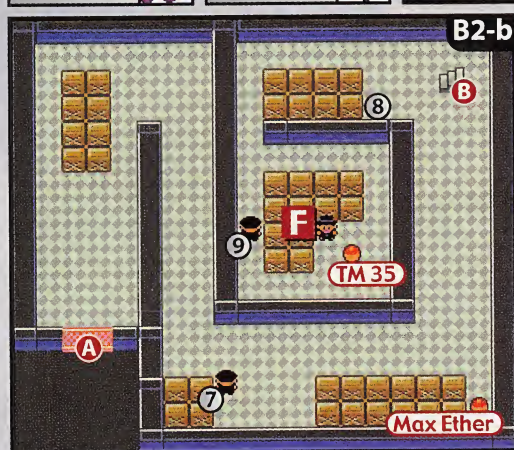
6 Rocket P1000
Gloom Level 25
Gloom Level 25

C D E Switch-Flipping Fun

These switches interact with each other in odd ways, so if you want to accomplish anything, you'll have to flip them in the right order. To get down to

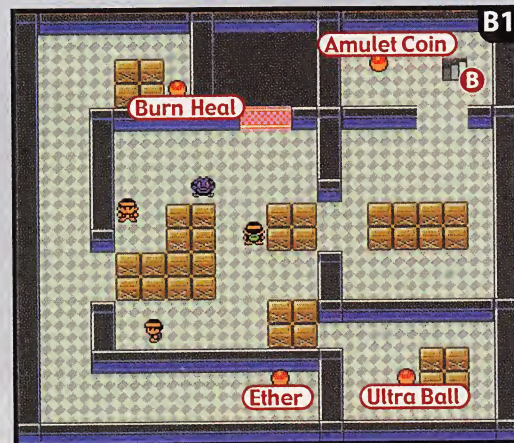


the door, you'll need to flip them in E-D-C order. You'll need different combinations to get to the items, but none of them are really worth the effort.



F Rescue the Director

The director here will give you the **Card Key** that opens up the locked door on the 3rd floor of the Radio Tower. But before you rush back, head up to the basement of the Department Store (B1) and grab the money-doubling **Amulet Coin**. If you want any of the other items, leave and re-enter to make the crates shift.



7 Rocket P960
Raticate Level 24
Golbat Level 24
8 Rocket P920
Grimer Level 26
Weezing Level 23
9 Rocket P1000
Koffing Level 25
Koffing Level 25

G Final Battles in the Radio Tower

The pair of Rockets on the fifth floor have tough rosters (they're heavy on Dark-type Pokémon, so Fighting and Bug Pokémon work best), but defeating them is the way to drive Team Rocket out of Goldenrod for good.



1 Rocket P1040
Raticate Level 24
Koffing Level 26
2 Rocket P2592
Golbat Level 36
3 Rocket P960

Arbok Level 21
Arbok Level 21
Oddish Level 23
Gloom Level 24

4 Rocket P2304
Arbok Level 32
Murkrow Level 32
Vileplume Level 32

5 Rocket P2520
Houndoom Level 33
Koffing Level 33
Houndoom Level 35

H I J Collect Your Just Rewards

When the director returns to his seat at point H, he'll reward you with the **Rainbow Wing** (Gold version) or the **Silver Wing** (in Silver), the keys to capturing Ho-oh and Lugia, respectively. Prof. Oak's co-host at point I will give you another **Pink Bow**, and a woman on the third floor will give you **TM 11** (Sunny Day).



A Plenty of Rare Pokémon Here

Route 44 connects Mahogany with the Ice Path to its east. Once you've defeated Team Rocket, the candy seller will disappear, and you'll be able to pass freely.

The thin strip of grass in this area is easy to miss. That's a shame, since it has a super-rare **Max Revive**, and is the only place you'll ever find a Lickitung. And even if you don't want a Lickitung to use in battle, you'll need one for an event on page 84. The Tangela are less rare, but you might as well grab one early.



B Talk to the Fisherman About Swarms

This area is also home to an oddly adorable new Pokémon. And unless you want to spend all day fishing on the off chance you'll catch one of these bizarre little creatures, you'll want to wait for a swarm. Talk to Wilton (trainer #6) and he'll keep you well-informed.

1	Phil P832
	Natu Level 24
	Kadabra Level 26
2	Zach P1620
	Rhyhorn Level 27
3	Edgar P1000
	??? Level 25
	??? Level 25
4	Cybil P1200
	Butterfree Level 25
	Bellossom Level 25

5	Allen P1296
	Charmeleon Level 27
6	Wilton P1000
	Goldeen Level 23
	Goldeen Level 23
	Seaking Level 25
7	Vance P600
	Pidgeotto Level 25
	Pidgeotto Level 25



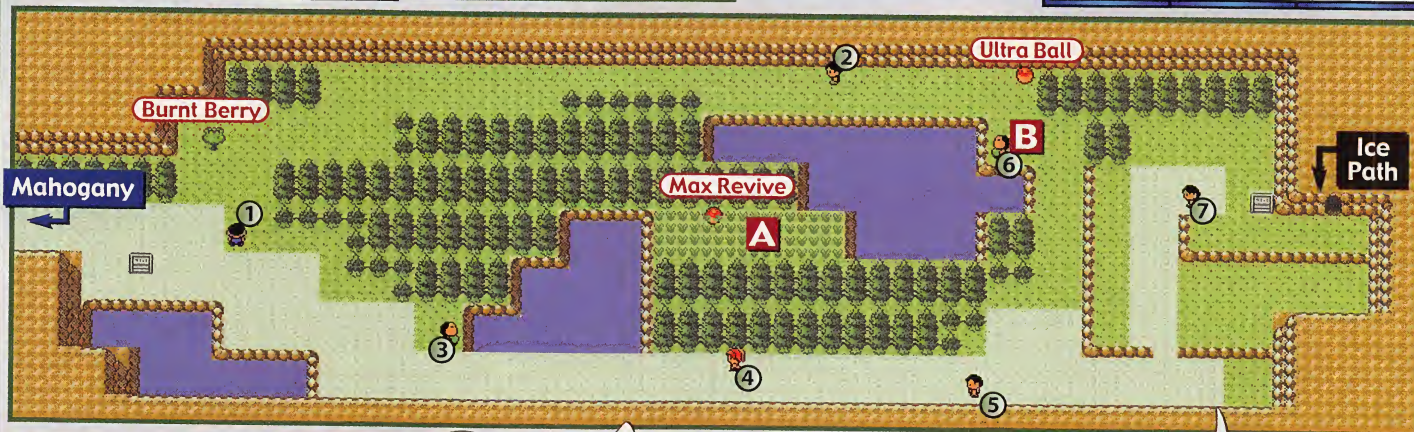
Route 44
Both Versions

	Morning	Day	Night
Bellsprout	30%	30%	30%
Weepinbell	30%	30%	30%
Tangela	30%	30%	30%
Lickitung	10%	10%	10%

Route 44
Fishing Chart

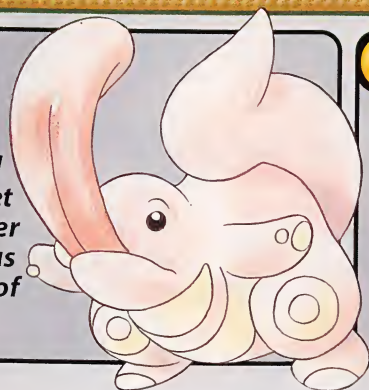
	Old Rod	Good Rod	Super Rod
Magikarp	70%	40%	20%
Poliwag	29%	59%	70%
???	1%*	1%*	10%*

*Numbers increase during swarms



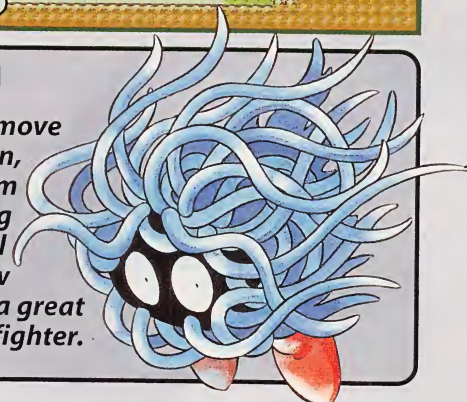
Lickitung

Lickitung now starts with the Lick technique, which is the sort of thing you'd expect it had all along, yet strangely did not. Other than that, nothing much has changed since the days of Red/Blue/Yellow.



Tangela

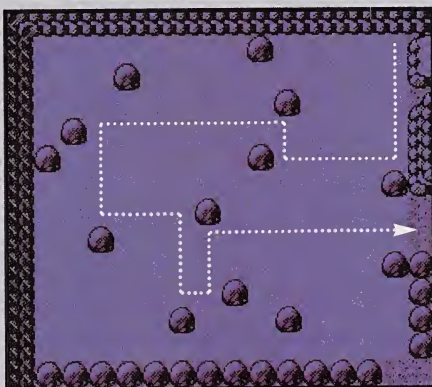
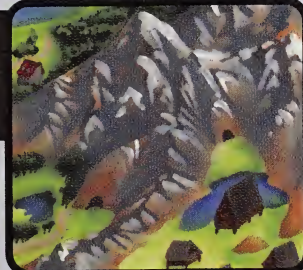
Tangela's only new move of note is Mega Drain, but it did benefit from its Special stat being split; its Special Attack score is now even higher, so it's a great Grass fighter.



ICE PATH

section

H-3

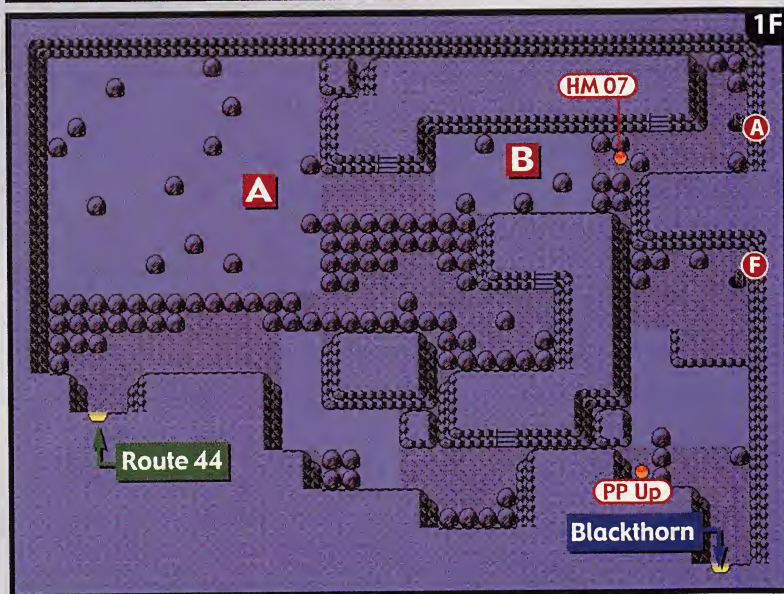
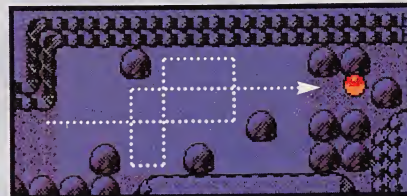


A Another Tricky Sliding Puzzle

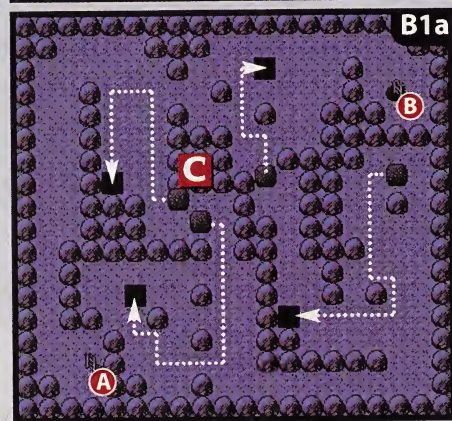
You got a taste of it in Pryce's Gym, but progressing past this ice field is a heck of a lot tougher. If you get stuck, make your way to the upper-right corner and follow the solution shown to the left.

B Slide to HM 07 (Waterfall)

At the end of this ice puddle is **HM 07**, Waterfall, a technique that lets your Pokémon travel straight up waterfalls! You can't beat the game without this move.

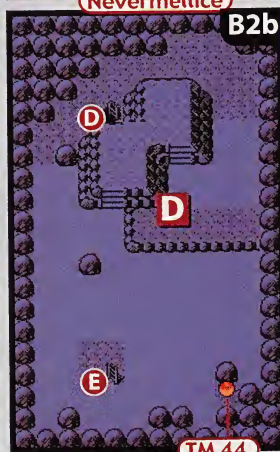
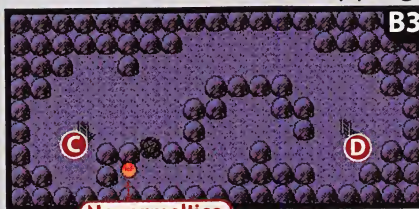


Ice Path (Gold Version)		Morning	Day	Night
	Zubat	30%	–	20%
	Golbat	20%	30%	30%
	Jynx	10%	30%	10%
	???	40%	40%	40%
Ice Path (Silver Version)		Morning	Day	Night
	Zubat	10%	–	10%
	Golbat	40%	30%	40%
	Jynx	10%	15%	10%
	???	30%	40%	30%
	???	10%	15%	10%



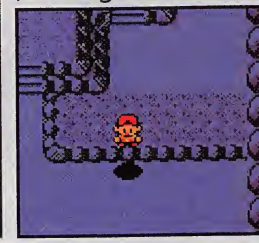
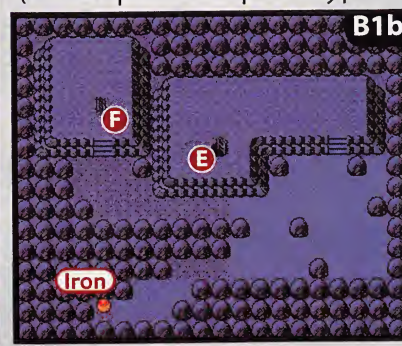
C Push Down the Sliding Barriers

You'll need to use Strength to push these rocks into the holes, dropping them down to level B2a where you can use them to slide over the stairs.



D Jump Here for TM 44

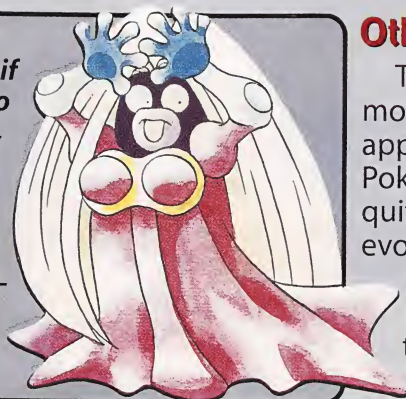
After snagging the **Nevermeltice** on level B3 (which powers up Ice-type skills), jump off at the point shown below to slide into **TM 44**, (healing move Rest).



ICE CAVE (cont.)

Jynx

Jynx are all female, but if you breed them with a Ditto or a Kadabra or something, they'll lay an egg containing a new Pokémon. Raise that Pokémon for 37 levels, and it will learn new moves like Psychic that Jynx couldn't otherwise learn. It's a lot of work, but egg-raised Jynx are very powerful.



Other Ice Path Pokémon

There are two other part-Ice Pokémon in the Ice Path. The one that appears only in Silver is a novelty Pokémon, but the other can be quite useful. But at level 33 it evolves into Piloswine, the powerful Ice/Ground hairball on the right. Grab one now; they're great at the Blackthorn Gym.



section

H-4 BLACKTHORN CITY

A Rhyhorn Trader

This trader specifically wants a female Dragonair. In exchange, you'll

get a Rhydon, which is neither as good nor as rare (you can catch wild ones later). If you see a wild female in the Dragon's Den, grab it, but otherwise, you may want to pass on this trade.



B Forget Unwanted HM's

Finally you can make your Pokémon forget HM's! When you're ready to free up a move slot on a favorite Pokémon, this is the place to come. It also works on TM's and learned moves, of course.



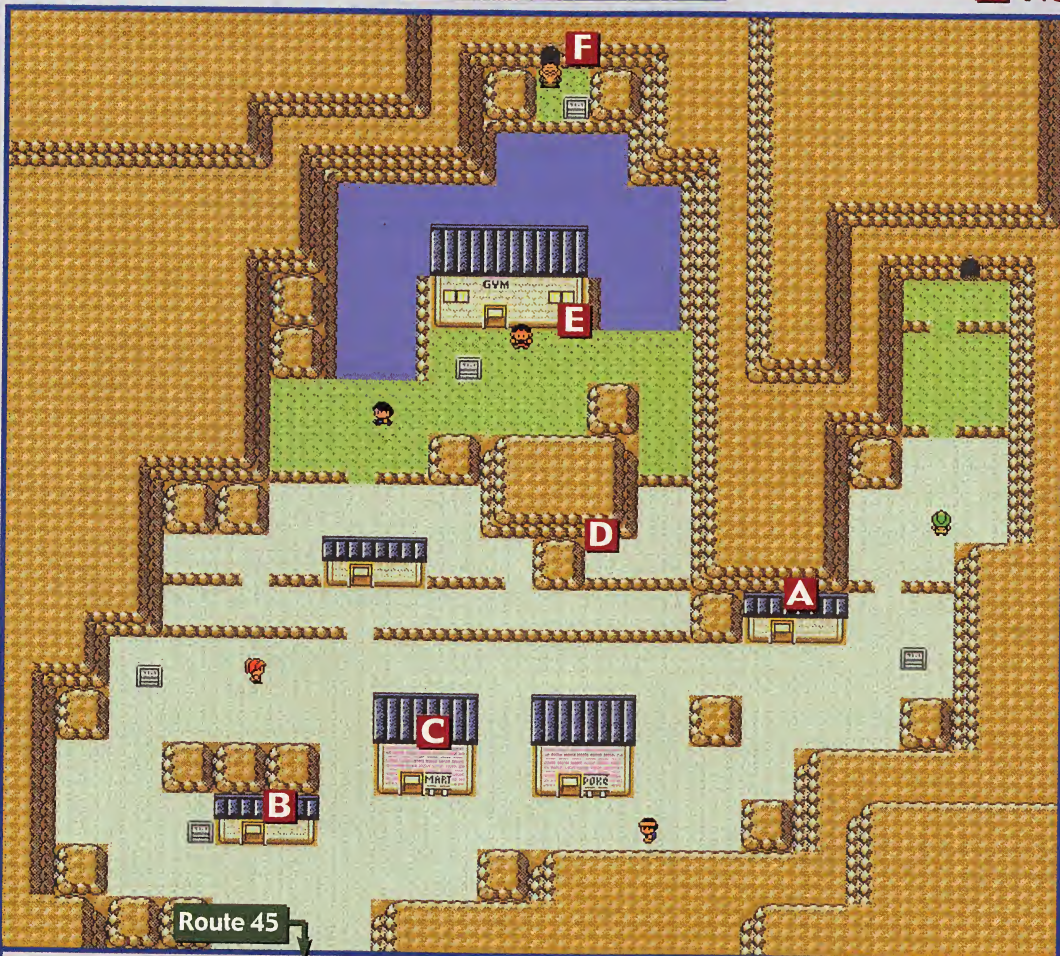
C New Items for Sale

The Poké Mart here sells rare treats, such as Ultra Balls and Max Potions. The balls are particularly exciting; stock up before you attempt to catch the Legendary Pokémon!



Poké Mart (After)

GREAT BALL	600
ULTRA BALL	1200
HYPER POTION	1200
MAX POTION	2500
FULL HEAL	600
REVIVE	1500
MAX REPEL	700
X DEFEND	550
X ATTACK	500

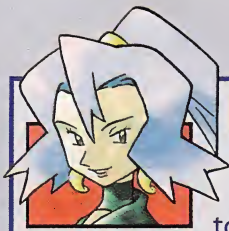


D Mr. Saturday Night

Actually, Santos appears at any time of day on Saturday.



The **Spell Tag** he gives you will power up the Ghost moves of the Pokémon that carries it.



E Battle Clair for the Rising Badge

Much like the puzzle in the Ice Path, you need to go to the second floor and push down the blocks to make a path to Clair.



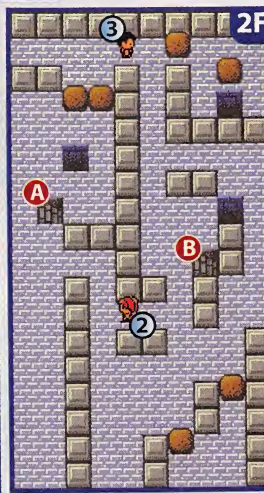
Dragon-types really, really hate ice. That's unfortunate timing for Clair, since you just had the opportunity to grab a bunch of Ice-types in the Ice Path. Lapras is great here; if you really have trouble, you can always skip to page 68 and grab a



Rhydon

You'll be able to catch a Rhyhorn in the wild a bit later, but if you have an extra female Dragonair, you can trade for its evolved form, Rhydon.

Ground/Rock Rhyhorn and Rhydon have amazingly high Attack and Defense scores, but low Speed and Special stats. In Gold and Silver, they can learn Ground-type Earthquake.



1	Paul P1632	4	Mike P1776
Dratini Level 34	Dragonair Level 37	5	Lola P1728
Dratini Level 34	Dragonair Level 36	6	Clair P4000
Dratini Level 34	Dragonair Level 37	Dragonair Level 37	Dragonair Level 37
2	Martha P1776	Dragonair Level 37	Kingdra Level 40
Seadra Level 37	Dragonair Level 37	Dragonair Level 37	Dragonair Level 37
3	Cody P1728	Dragonair Level 37	Dragonair Level 37
Horsea Level 34	Dragonair Level 37	Dragonair Level 37	Dragonair Level 37
Seadra Level 36	Dragonair Level 37	Dragonair Level 37	Dragonair Level 37

F Get the Dragon Fang in the Dragon's Den

You beat Clair fair and square but she won't give up her badge (or TM 24, Dragonbreath) until you bring her the **Dragon Fang**. At least she allows you to keep the Dragon Fang, which, when equipped, powers up Dragon-type attacks.



So grab a Pokémon with Whirlpool (HM 06) and swim into the Dragon's Den behind the Gym. No surprises here; just grab the Dragon Fang and go.

Dragon Cave Fishing Chart

	Old Rod	Good Rod	Super Rod
Magikarp	100%	70%	55%
Dratini	-	30%	40%
Dragonair	-	-	5%



SECTION I: THE FINAL BATTLE



With all eight badges in hand, you've earned the right to travel to the Indigo Plateau and challenge the Elite Four. But what's the rush? With all seven HM's, the three dungeons we've previously ignored are now open to us, and the Pokémon they hold will be a great asset in the final battle.

section

I-1

MT. MORTAR

A Three Entrances to the Mountain

There are three entrances to this dungeon along Route 44, but the one to take is the middle. You'll need to bring Pokémon with Surf, Flash, and Waterfall. But heed this last warning: **Only Take Five Pokémon With You.**



This is Where the Marill Live

You may see a Marill here, but you'll probably

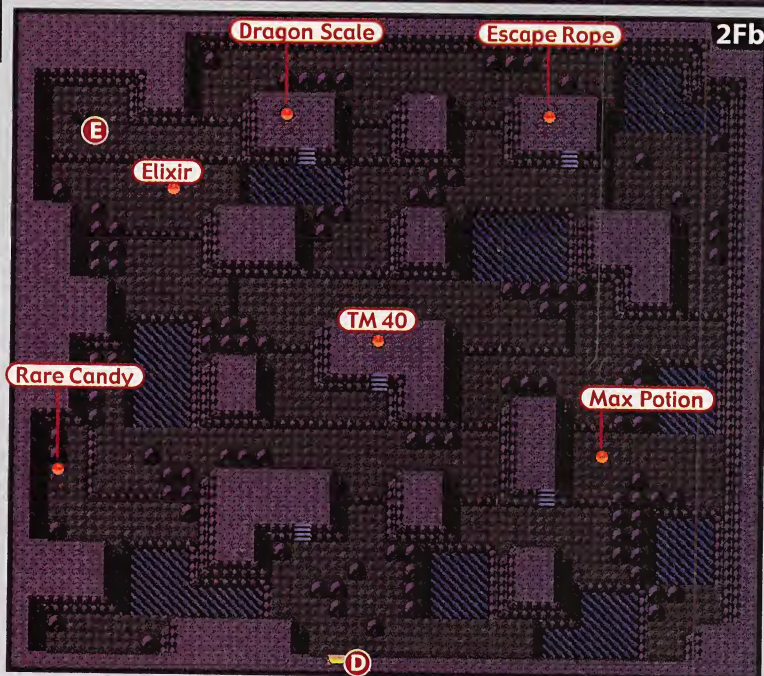
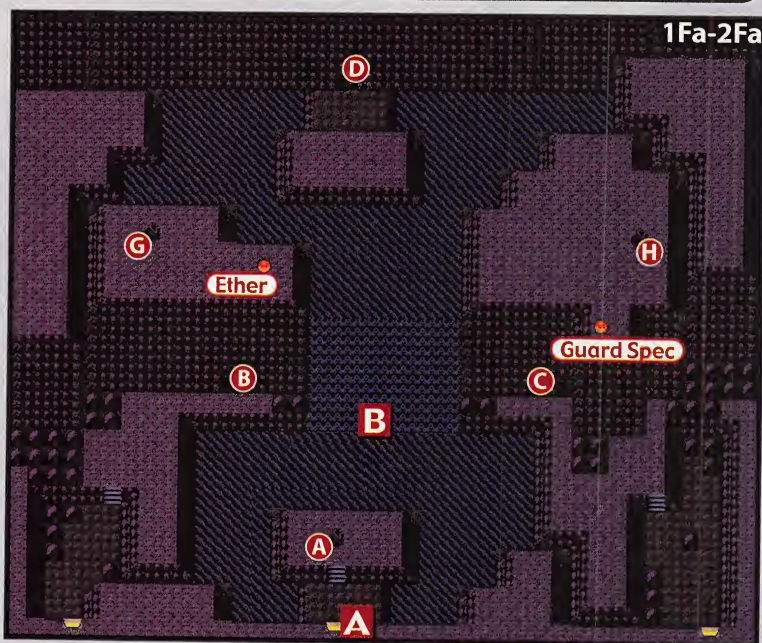


have to wait for the swarm. A guy way over on Route 45 (page 70) is the one to talk to about that.

Marill



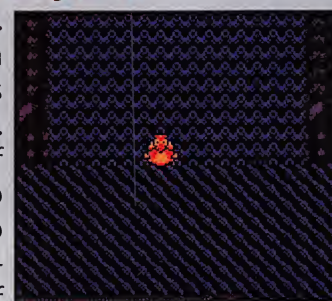
Considering how popular Marill is, you'd think they'd have made it, ya know, good. But they didn't, and Marill is one of the weakest new Pokémon in Gold and Silver. Its stats are pretty poor (even after evolution) and its selection of moves is pretty bad. Cute, though.



B Use HM 07 (Waterfall) to go to 2F, and Skip the Rest of the Dungeon.

Mt. Mortar looks intimidatingly huge, but most of it is just a big waste of time. From the entrance (1Fa-2Fa) you can go in to 1Fb or down to B1, but outside of a few easily purchased items, there's nothing on either floor. All of the good stuff is actually on the same path. Surf north, then use Waterfall to get up to Door D. Weave your way through this tedious maze of hills and ponds, going a little out of your way to grab the **Rare Candy**, TM 40, and the **Dragon Scale** that is needed to

evolve Seadra into Kingdra. Then take ladder E to a thin strip of 1Fb where you can pick up a **Max Revive**, and head up ladder F to the Karate Master's spot.

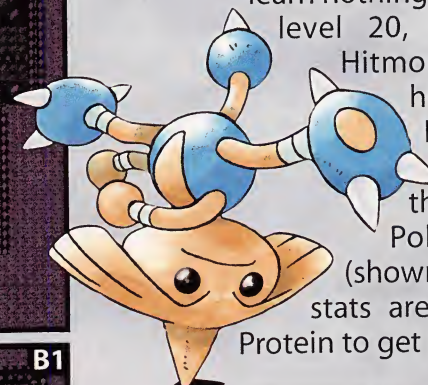


C Defeat the Karate Master

The Karate Master from Red/Blue/Yellow has relocated to the depths of this mountain, but it wasn't far enough to get away from you. Take down his two fighters and he will give you a new Pokémon (if you have an open slot).

C Evolve the 'Hitmon' of Your Choice

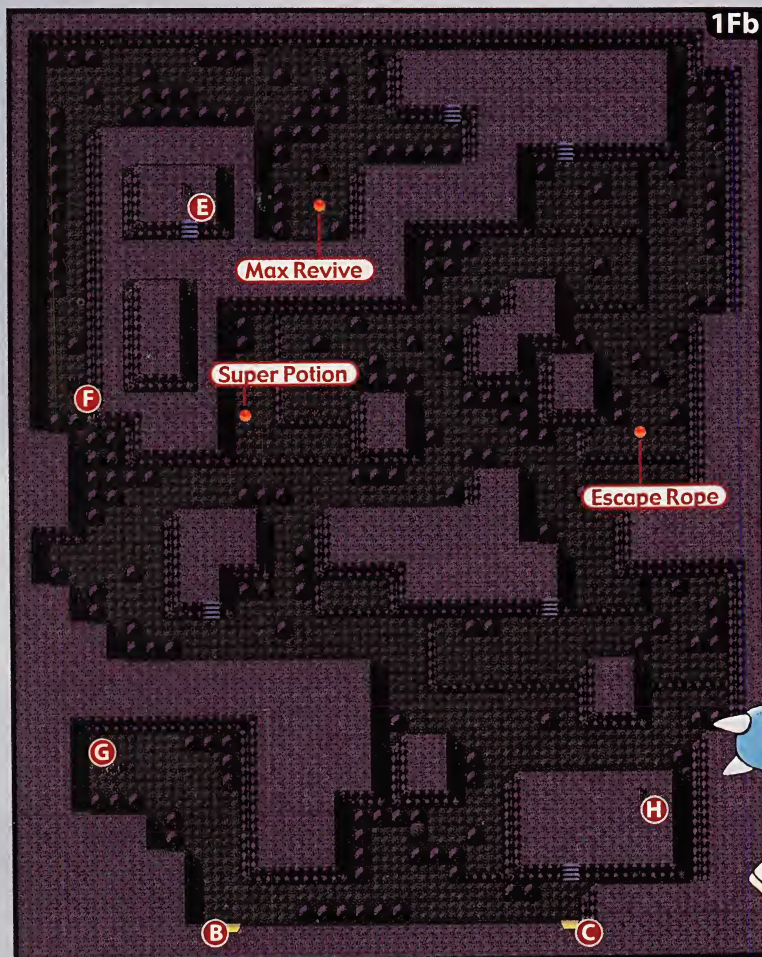
The Pokémon the Karate Master gives you exists merely to evolve. It has poor stats and can learn nothing beyond Tackle. But at level 20, it will evolve into Hitmonlee if its Attack is higher than its Defend, Hitmonchan if its Defend is higher than its Attack, or new Pokémon Hitmontop (shown to the left) if the two stats are equal. Use Iron or Protein to get the one you want



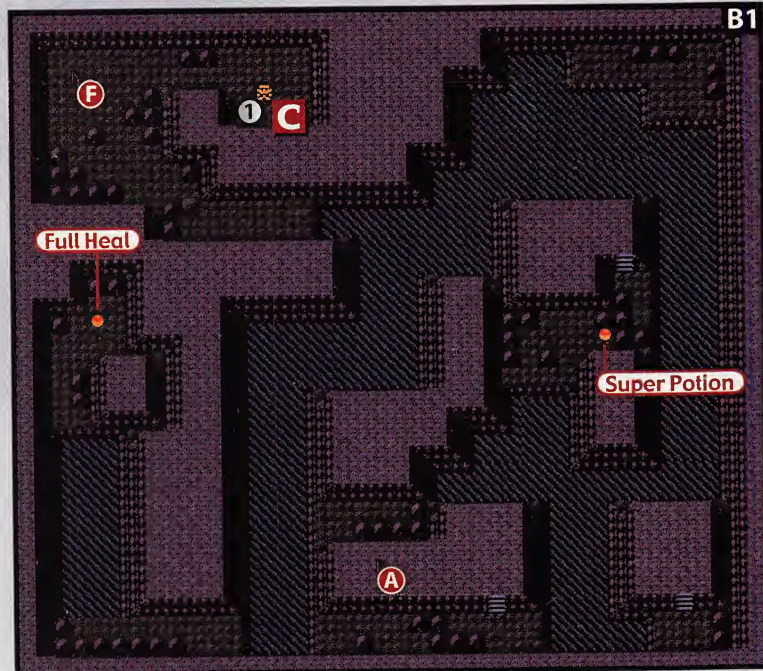
	Cave 1Fa-2Fa Both Versions	Morning	Day	Night
	Geodude	20%	20%	20%
	Rattata	16%	16%	16%
	Zubat	48%	48%	48%
	Machop	15%	15%	15%
	Marill	1%*	1%*	1%*
	Goldeen	84%	84%	84%
	Seaking	15%	15%	15%
	Marill	1%*	1%*	1%*

NOTE: Areas besides 1Fa-2Fa do not include Marill, but may include Machoke, Geodude, Graveler, and Raticate instead of their unevolved forms (with similar appearance ratios).

*Numbers increase during swarms



B1



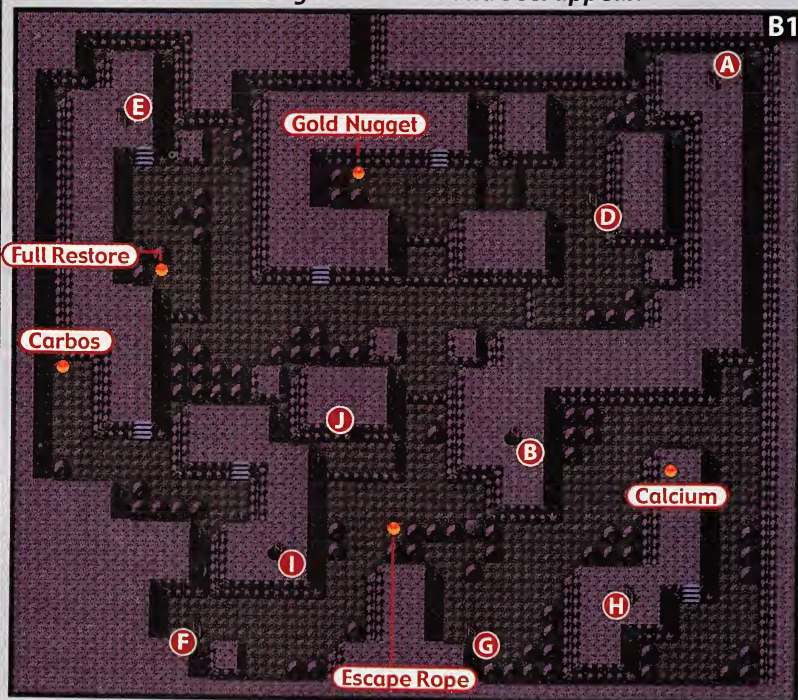


section

I-2

WHIRL ISLANDS

The networks of islands in Route 41 conceal a hidden dungeon that is Lugia's new home. Of course, Lugia won't appear until you have the Silver Wing, which Silver players earn at the Radio Tower and Gold players earn much later in Kanto's Pewter City. But Gold players may want to pay an early visit to this dungeon nonetheless: It's the only place in the game Horsea and Seel appear.



B1



Krabby

Morning

48%

Day

48%

Night

48%



Seel

20%

20%

20%



Zubat

24%

24%

24%



Golbat

8%

8%

8%



Horsea

32%

32%

32%



Seadra*

8%

8%

8%



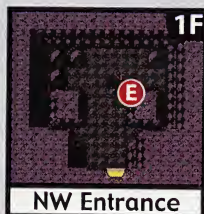
Tentacool

60%

60%

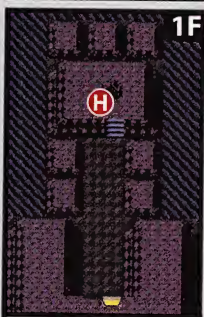
60%

*On level 1F and B2, Tentacool appears instead of Seadra.



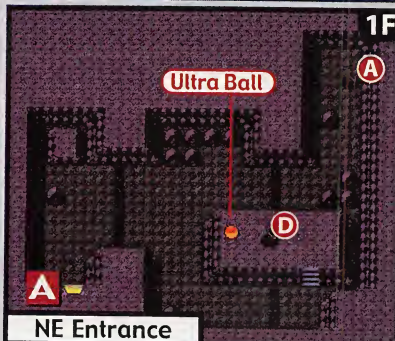
1F

NW Entrance



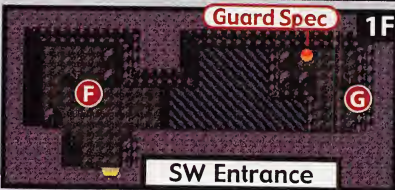
1F

SE Entrance



1F

NE Entrance



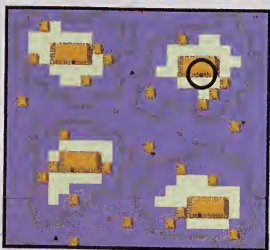
1F

SW Entrance



B2-B4

A Use the Northeast Entrance



There are four islands in Route 41 that can be reached by using the Whirlpool move at the little eddies that block

the entrances. There are some valuable items here, but the thing that interests us most is Lugia, and the only way to get to it is from the Northeast island (circled above).

B Lugia Awaits at the Bottom

If you have the Silver Wing, this is where you'll find Lugia. Save before you battle it, 'cause Lugia will disappear for good if you accidentally K.O. it.

Electric Pokémon work best here, so hit Lugia with everything you've got. Do your best to get it Paralyzed or put to Sleep so it can't heal itself effectively, and then toss Ultra Balls (or Heavy Balls) until you capture it.



Lugia

In the Silver version, Lugia starts at level 40. In Gold, it starts at level 70. Only the level 40 Lugia can get Aeroblast (the game's strongest Flying technique).

Both versions know Recover, which is incredible since Lugia has a ton of HP and great defenses. At level 44, Lugia can learn Hydro Blast, Water's best attack, making it an even more unbelievably powerful Pokémon.

Horsea If you trade Seadra (Horsea's evolved form), while it's holding the Dragon Scale, it will evolve into a Dragon/Water Kingdra. Kingdra is an interesting Pokémon, because Dragon has resistance to everything Water is vulnerable to (and Water removes Dragon's Ice weakness), potentially making Kingdra viable in tournament-level play.

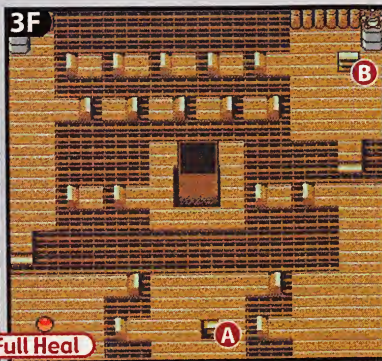
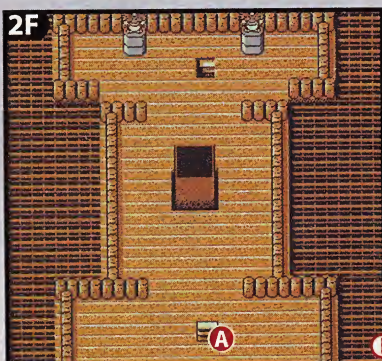


Seel They haven't given Seel any new moves, but they did speed it up; it now learns Aurora Beam, Rest, and Ice Beam nearly 20 levels sooner than it used to! Make sure not to evolve into Dewgong until level 37, so you can get all three moves first.



TIN TOWER

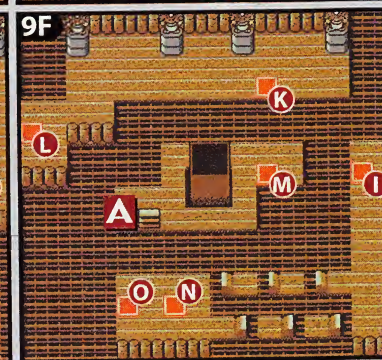
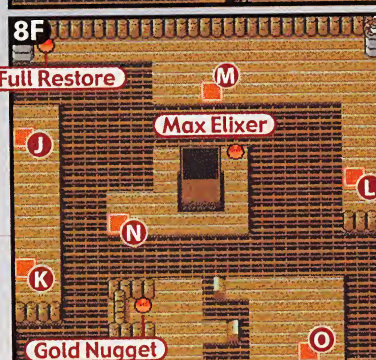
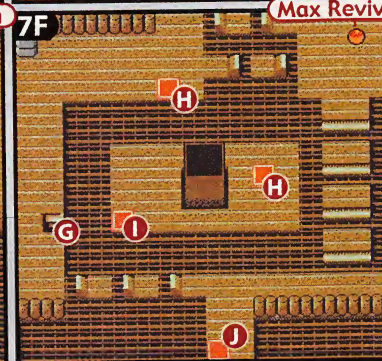
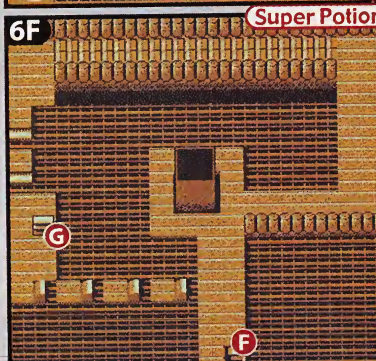
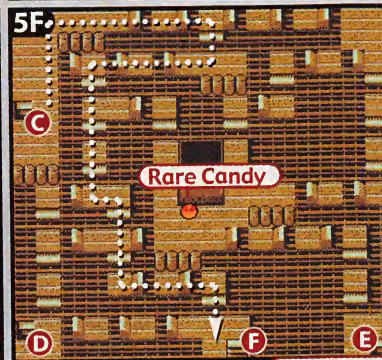
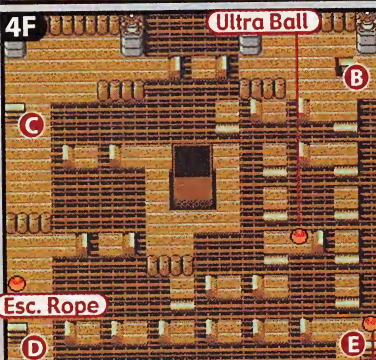
section
I-3



A Ho-oh Awaits on the Eaves



This Ecruteak tower has much easier enemies than Lugia's Whirl Islands dungeon, but is far more complicated to negotiate. Floors 3-6 are full of one-way ramps, and to get to the 6th Floor, you'll need to come up from ladder C, then hop down to F via the dotted path.



The three final floors have teleport squares that can be confusing without a map. To get to the roof, just take them in J-K-L-M order. Save before you challenge Ho-oh, and use the strategies listed in the Whirlpool section to catch it.

	Tin Tower Both Versions	Morning	Day	Night
	Gastly	-	-	40%
	Rattata	100%	100%	60%

Ho-oh

As with Lugia, it's the level 40 Ho-oh (in Gold) that starts with the best move: Sacred Fire. Also like Lugia, Ho-oh can stay in battle forever with Recover. And like Lugia, Ho-oh learns another incredible technique (Fire Blast) at level 44. The difference is that Ho-oh is Fire/Flying, while Lugia is Psychic/Flying, and Ho-oh is stronger while Lugia is faster and a bit tougher.



Take the Long Road to New Bark Town

After completing the events in Blackthorn City, you should have gotten a call from Professor Elm summoning you back to New Bark. You can Fly, but we prefer to walk, since the direct path of Route 45+46 gives us a chance to capture five new Pokémon (two each in Gold and Silver, and one for both versions in the Dark Cave).

Catch a Pair of Rare, Gold/Silver Exclusive Pokémon



All of the new Pokémon on Route 45 are exclusive to only one version of the game. Gold players will get the odd Ground/Flying mix (does that even make sense?) of Gligar, and a new two-stage evolution Pokémon.

Silver players will get a new Ground-type Pokémon...

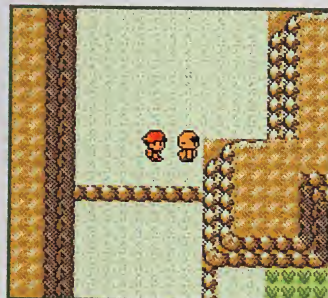
Not the long-awaited Donphan (shown here), but the stage one

Pokémon that evolves into Donphan at level 25, and a very cool Flying mix of their own!



A Talk to Hiker Parry for the Info on Marill

For some reason, this guy is following the Pokémon situation way over in Mt. Mortar (page 66). Trade phone numbers with him, and he'll give you a call when the Marill Pokémon are snapping over there. Then you'll be able to catch them easily on both land and water!

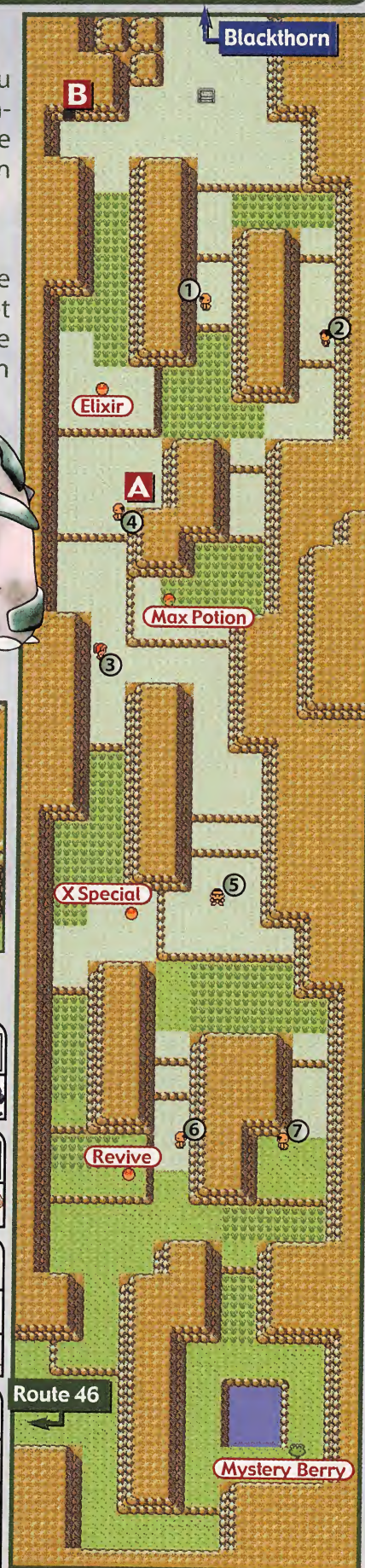


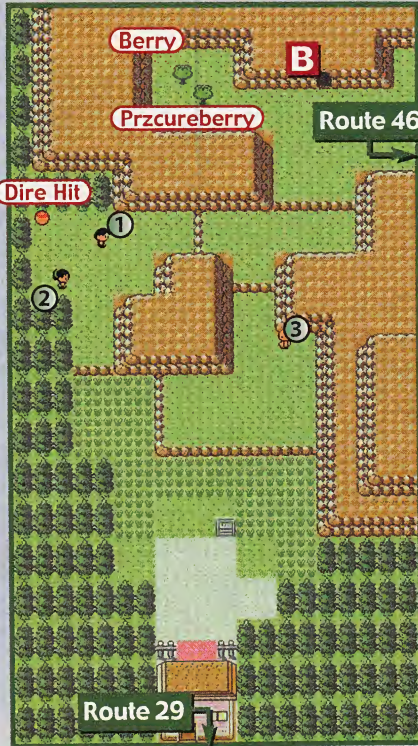
Route 45 (Silver Version)			
	Morning	Day	Night
Geodude	28%	28%	28%
Graveler	52%	52%	52%
???	16%	16%	16%
???	4%	4%	4%

Route 45 (Gold Version)			
	Morning	Day	Night
Geodude	24%	24%	24%
Graveler	40%	40%	40%
Gligar	20%	20%	20%
???	16%	16%	16%

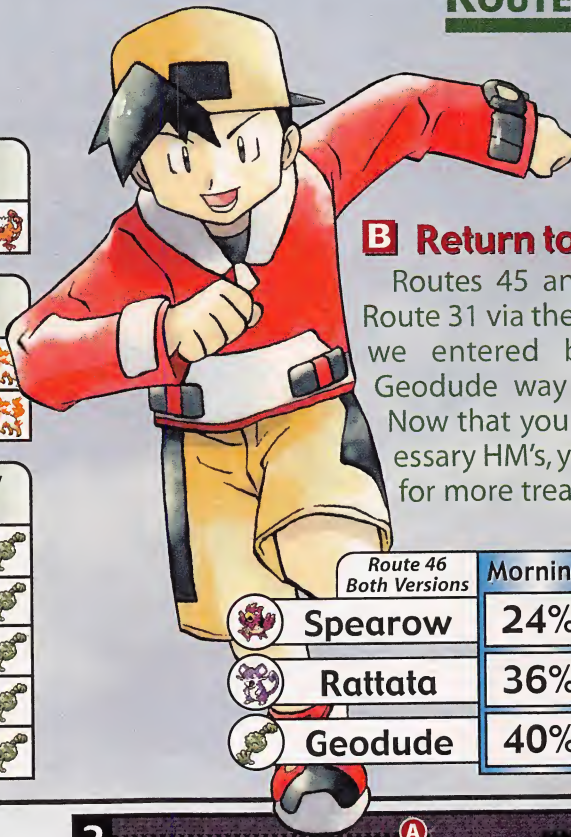
Route 45 Fishing Chart			
	Old Rod	Good Rod	Super Rod
Magikarp	100%	70%	50%
Dratini	-	30%	30%
Dragonair	-	-	20%

1	Erik P864	4	Parry P928
	Machop Level 24		Onix Level 29
	Machop Level 27		Kenji P672
	Graveler Level 27		Machoke Level 28
2	Ryan P1296	6	Timothy P864
	Pidgeot Level 25		Diglett Level 27
	Electabuzz Level 27		Dugtrio Level 27
3	Kelly P1152	7	Michael P800
	Marill Level 27		Geodude Level 25
	Wartortle Level 24		Graveler Level 25
	Wartortle Level 24		Golem Level 25





1		Ted P340
		Mankey Level 17
2		Erin P320
		Ponyta Level 16
		Ponyta Level 16
3		Bailey P416
		Geodude Level 13
		Geodude Level 13
		Geodude Level 13
		Geodude Level 13
		Geodude Level 13



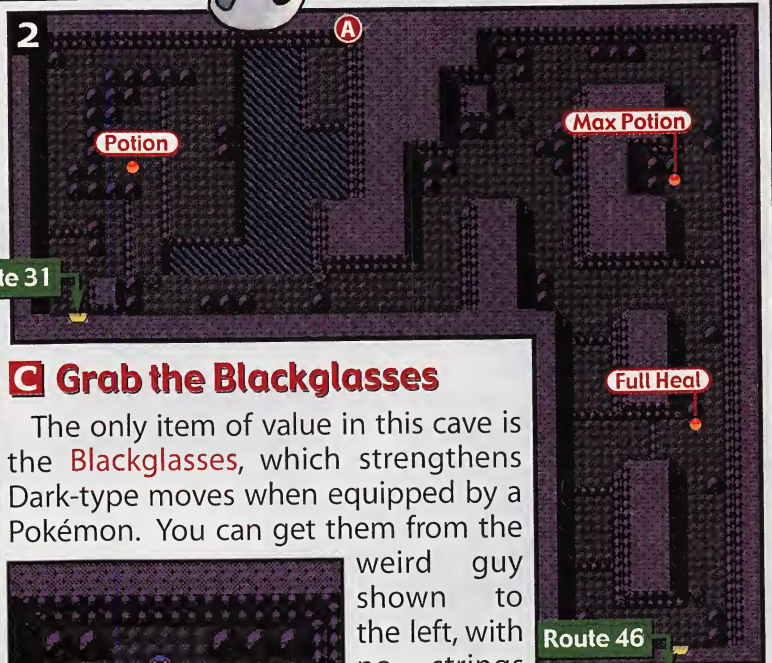
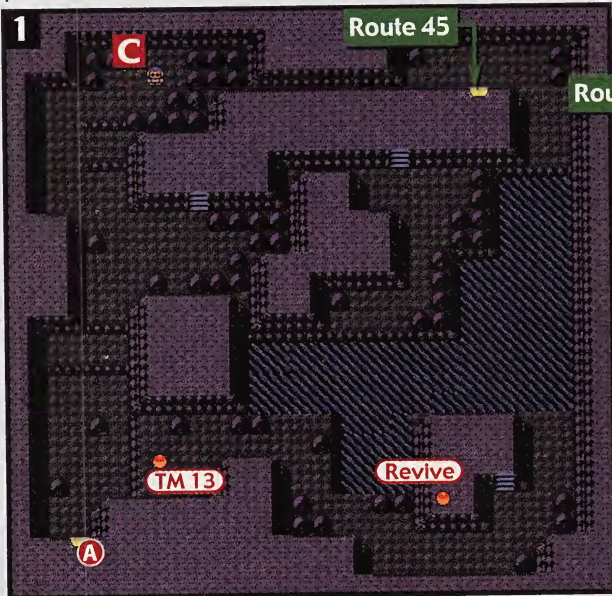
B Return to the Dark Cave

Routes 45 and 46 are linked to Route 31 via the Dark Cave, the area we entered briefly to snag a Geodude way back on page 21. Now that you have all of the necessary HM's, you can head back in for more treasures.

Route 46 Both Versions	Morning	Day	Night
Spearow	24%	12%	-
Rattata	36%	48%	70%
Geodude	40%	40%	30%

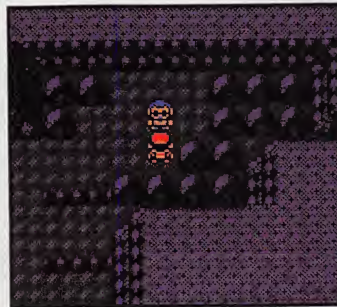
The Dark Cave

Your best bet is to enter from Route 45, head to point C, then take door A down to the lower part of the dungeon for more treasures.



C Grab the Blackglasses

The only item of value in this cave is the **Blackglasses**, which strengthens Dark-type moves when equipped by a Pokémon. You can get them from the



weird guy shown to the left, with no strings attached, on any day of the week. Dark Pokémon are hard to come by now, but these glasses will definitely come in handy later.

Dark Cave 1 Both Versions	Morning	Day	Night
Geodude	16%	16%	16%
Graveler	16%	16%	16%
Zubat	40%	40%	40%
Golbat	16%	16%	16%
???	12%	12%	12%

A Dangerous New Pokémon

There's another new Pokémon, available in both versions, lurking in the first part of the Dark Cave (1). This mysterious creature can reflect your attacks back on you, so use a strong Pokémon that can take it out in a single shot if possible! And don't forget to grab one for your collection.



section I-4

ROUTE 26+27

A Get the Master Ball from Professor Elm

Back in his New Bark Town laboratory, Professor Elm rewards your achievement with a free **Master Ball**. This powerful item can catch any Pokémon without fail, but you only get one (I recommend you save it for Raikou, Entei, or Suicune). When your business here is done, Surf to the east for Route 26+27.



B Receive TM 37 - If Your Pokémon Are Happy

If the Pokémon in your top slot is in a good mood, this woman will reward you with **TM 37**, (Sandstorm), which damages both Pokémon every turn, but



is ineffective against Rock, Ground, and Steel-types. So teach it to one of those.

Route 27 (Gold Version)		Morning	Day	Night
	Doduo	40%	44%	-
	Raticate	24%	32%	40%
	Sandslash	16%	16%	16%
	Ponyta	8%	8%	8%
	Quagsire	12%	-	36%

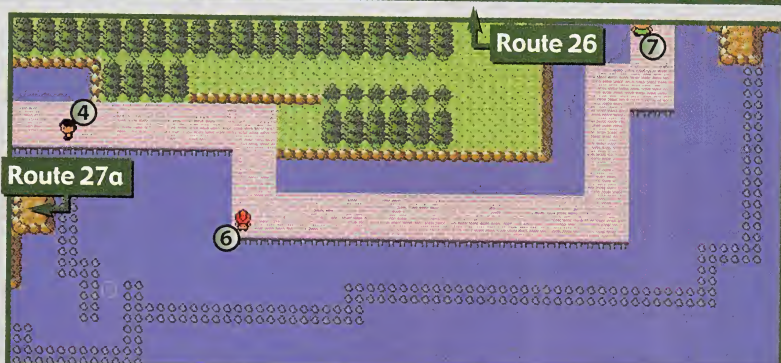
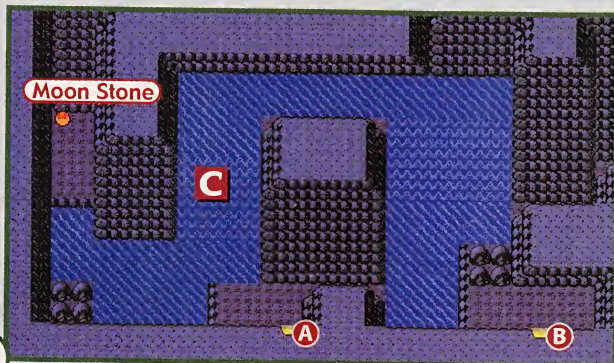
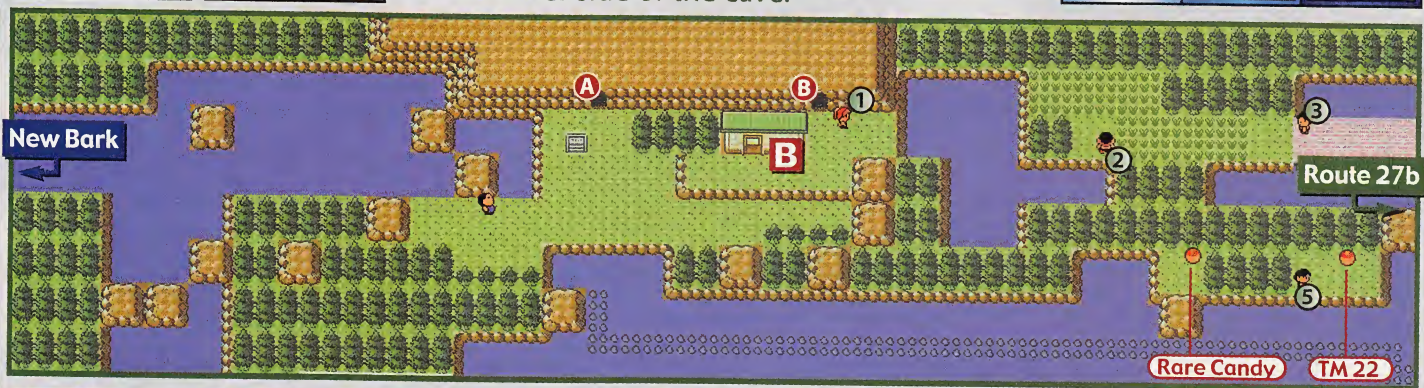
C Another Waterfall

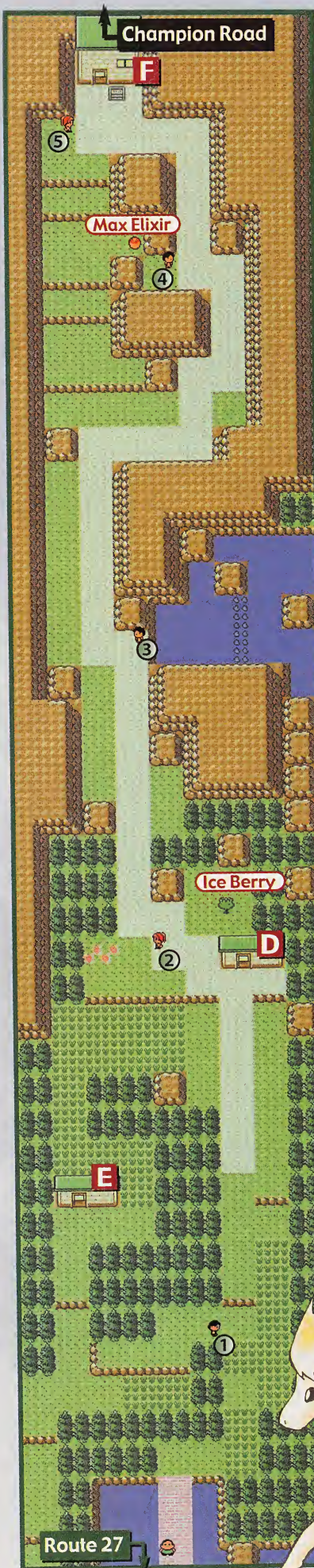
Getting through this small cave will require a Pokémon with the Waterfall move. Don't miss an all-too-rare **Moon Stone** to the left of the entrance. Bring a Pokémon with Whirlpool, too, so you can get **TM 22** (Solar Beam) on the other side of the cave.

Route 27 (Silver Version)		Morning	Day	Night
	Doduo	40%	44%	-
	Dodrio	24%	32%	-
	Arbok	16%	16%	32%
	Ponyta	8%	8%	8%
	Quagsire	12%	-	36%

1		Megan P1536
		Bellsprout Level 32
		Ivysaur Level 32
		Venusaur Level 32
2		Blake P1488
		Magnemite Level 33
		Quagsire Level 31
		Exeggcute Level 31
5		Brian P1614
		Sandslash Level 35
5		Gilbert P1088
		Starmie Level 30
		Exeggcute Level 30
		Girafarig Level 34
4		Jose P840
		Farfetch'd Level 35

6		Reena P1488
		Starmie Level 31
		Starmie Level 31
		Nidoqueen Level 33
7		Scott P1360
	???	Level 30
	???	Level 30
		Seaking Level 34





D You Can Heal Here

This is the longest stretch of field in the game, and the trainers aren't easy. Fortunately, this woman is here to heal your wounds.



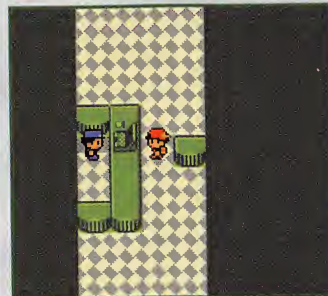
1	Richard ¥1152
	Espeon Level 34
2	Joyce ¥1536
	Pikachu Level 36
	Blastoise Level 32
3	Gaven ¥1536
	Victreebell Level 32
	Kingler Level 32
	Flareon Level 32
4	Roger ¥1680
	Parasect Level 33
	Golduck Level 35
5	Beth ¥1728
	Rapidash Level 36

E The Home of the Once-a-Week Siblings

This small house is home to all seven of the Once-a-Week Brothers and Sisters we've been running into throughout Johto. No one's home, but the notebook on top of the table contains a list of the siblings and their whereabouts, in case you missed any.



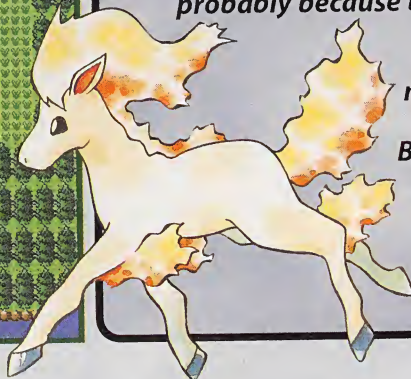
F Show Your Badges and Pass Freely



The gatekeeper here won't let you pass unless you have all eight badges, which should be no problem for you at this point. The path only gets harder from here, so make sure to save and heal (backtrack to point D if necessary) before you set foot on Victory Road.

Ponyta

Ponyta and Rapidash have always been under-appreciated, probably because they learn so few Fire attacks. But now they can learn Fire Blast, and put their high Speed to good use.



Doduo

Doduo's moves have been shuffled around a bit, making it a little better than it used to be. By the time you catch one here, it will already have Tri Attack, a cool move that can now cause status conditions. They also start with Dark-type Pursuit.





section

I-5

VICTORY ROAD

A Another Rival Ambush

Look, a rival's got to do what a rival's got to do, but does it always have to be right at the end of a long, grueling dungeon, mere steps away from a Pokémon Center? Alas, yes.

The dungeon up to this point is quite straightforward, but prepare for this fight when you head up to the exit. Your rival has six Pokémon now, and their levels are quite high.



Rival ¥4560	
Sneasel Level 34	
(Starter) Level 38	?
Magnetron Level 35	
Golbat Level 36	
Haunter Level 35	
Kadabra Level 35	

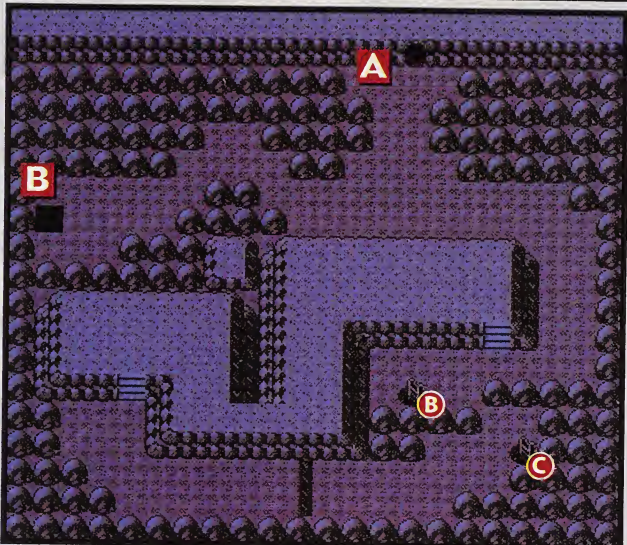
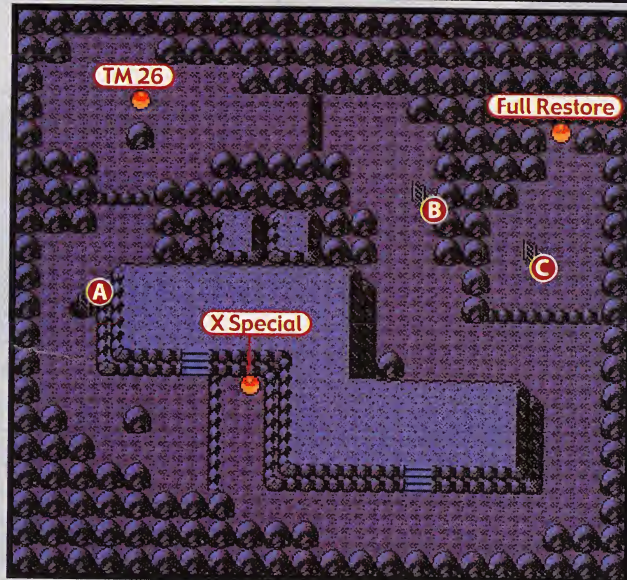
B Take the Pit Down to TM 26



You might want to pop into the Plateau and heal before you come back out, jump into this pit, and drop down to **TM 26**. This TM contains Earthquake, which is a good skill, especially considering how many Ground Pokémon have no Ground attacks.

Route 23 (Gold Version)		Morning	Day	Night
	Onix	16%	16%	16%
	Graveler	24%	24%	24%
	Golbat	32%	32%	32%
	Rhyhorn	4%	4%	4%
	???	24%	24%	24%

Route 23 (Silver Version)		Morning	Day	Night
	Onix	16%	16%	16%
	Graveler	24%	24%	24%
	Golbat	32%	32%	32%
	Rhyhorn	4%	4%	4%
	Donphan	24%	24%	24%



INDIGO PLATEAU

section

I-6



Poké Mart

ULTRA BALL	1200
MAX REPEL	700
HYPER POTION	1200
MAX POTION	2500
FULL RESTORE	3000
REVIVE	1500
FULL HEAL	600

The time has come! The rules for Indigo Plateau haven't changed: You have to do all five fights in a row, and you won't be able to get to a Pokémon Center in between. Spend all



your money at the Mart first, so if you lose, you can keep the EXP but not suffer a cash penalty. Your party should have at least one good Fire, Electric, and Psychic Pokémon. Most of all, it needs a high level Ice Pokémon, and Lapras is the best. Fighting Pokémon are nice, but it's those four that will win this war.



1: Will

All of Will's Pokémon are part Psychic, but the best way to go is Electric. A good Electric Pokémon can fry Slowbro and the two Xatu in one shot each, and Fire works great on the others. Beating Will is all in using the right type at the right time.



Xatu
Level 40



Exeggutor
Level 41



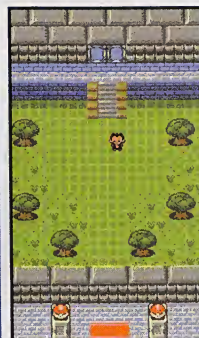
Slowbro
Level 41



Jynx
Level 41



Xatu
Level 42



2: Koga

Fire continues to be great, roasting Koga's first two Pokémon. A nice Psychic like Alakazam or Espeon can make equally short work of Poison-type Muk, Venomoth, and Crobat. You should still be coasting on type matching at this point.



Ariados
Level 40



Forretress
Level 43



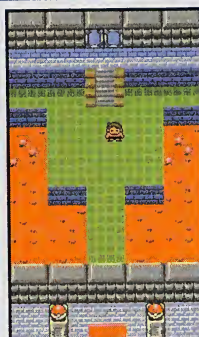
Muk
Level 42



Venomoth
Level 41



Crobat
Level 44



3: Bruno

If your Psychic got wounded in the last round, heal it up before you go against Bruno, since it's the key Pokémon against four of Bruno's five fighters. Give your Ice Pokémon (preferably Water/Ice Lapras) a warm-up with the Onix.



Hitmontop
Level 42



Hitmonlee
Level 42



Hitmonchan
Level 42



Onix
Level 43



Machop
Level 46



4: Karen

Many of Karen's Pokémon can be tricky to counter-type. Vileplume and Murkrow will go down with Fire and Electric respectively, and any part-Normal Pokémon is great for Gengar. Darks are tougher; they're vulnerable only to Fighting and Bug.



Umbreon
Level 42



Vileplume
Level 42



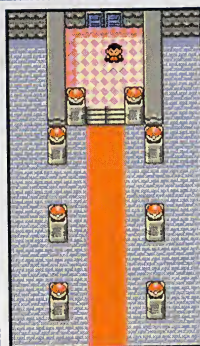
Gengar
Level 45



Murkrow
Level 44



Houndoom
Level 47



5: Lance

to go Electric for Gyarados and maybe Charizard, but other Pokémon are most useful for stalling while you heal your Ice-type attacker.



Gyarados
Level 44



Dragonite
Level 47



Charizard
Level 46



Dragonite
Level 47



Aerodactyl
Level 46



Dragonite
Level 50

These Pokémon are tough! Here's where the high-level Lapras (or Jynx, Dewgong or Cloyster) comes in. It gets to deal with all three of the Dragonite, and if it has a good Water attack, it can do wonders against Charizard and Aerodactyl too. As for other types, you'll want



SECTION J: EAST KANTO

The Elite Four have been beaten and the credits have rolled, but your quest is far from over. A whole new continent beckons: Kanto, the setting of the original Pokémon games. Our first objective in Kanto will be to restore power to the train that links Johto's Goldenrod and Kanto's Saffron.



section

J-1

S.S. AQUA

The Ship Leaves From Olivine City

When you resume your game, you'll find yourself at your home in New Bark Town. As soon as you head outside, you'll get a call from Professor Elm. He has another reward for you,

the **S.S. Ticket**. Fly to Olivine City, head down to the harbor, and hop on board for a short voyage to Kanto.

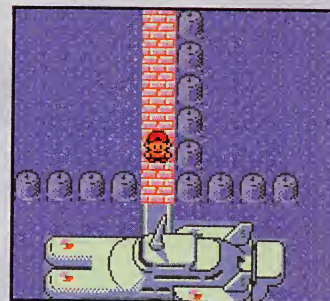
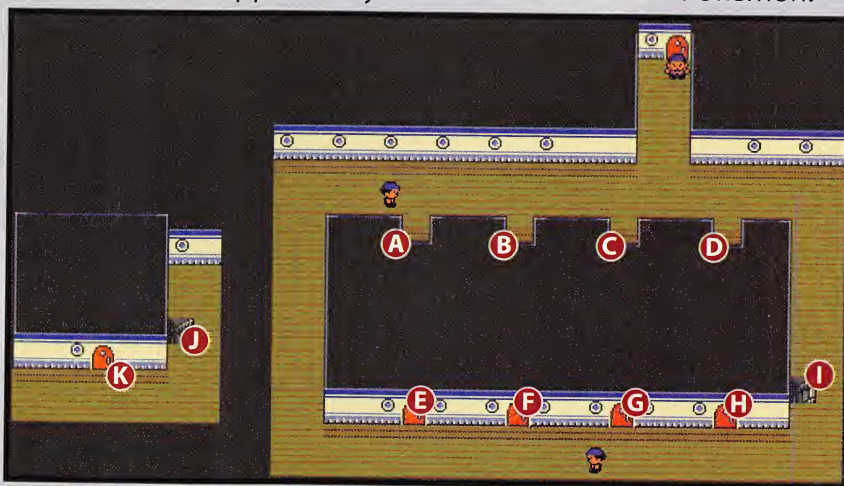
A Check Into Your Room

The Professor has you travelling in style—a private room! It has a PC, and you can heal here too. This ship is full of trainers, but they're much easier than the opponents you just faced in the Indigo Plateau, so you may want to take the opportunity to break in some new Pokémon.

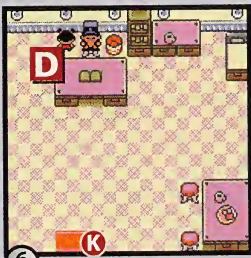


B C A Lost Child & A Shirking Sailor

After you board, you'll be approached by a man looking for his lost daughter. It seems she went downstairs, but there's a guy blocking the way (B) and he won't move until you find his missing sailor. You'll find him in the room next to yours (C) and after you beat him, his boss will get out of your way.



1	Stanley P1040
	Machop Level 31
	Psyduck Level 26
	Machoke Level 33
2	Noland P1056
	Sandslash Level 30
	Golem Level 33
3	Lyle P1344
	Koffing Level 28
	Flareon Level 31
	Koffing Level 28
4	Colin P2560
	??? Level 33
5	Meg+Peg P1240
	??? Level 31
	??? Level 31

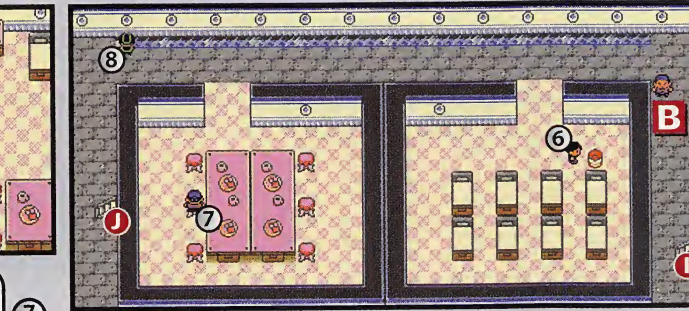


Fritz
P1160

Mr. Mime
Level 29

Machoke
Level 29

Magmar
Level 29



Jeff
P1280

Raticate
Level 32

Raticate
Level 32

Debra
P660

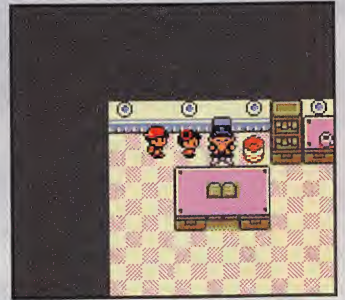
Seaking
Level 33

Seaking
Level 33

Coat, an item that powers up Steel attacks and is required for evolving Onix and Scyther. When this event is completed, the ship will dock in Kanto.

D Retrieve the Missing Child

With the sailor gone, you can head up to the Captain's room, where you'll find the lost child. Escort her back to her father, and he'll reward you with a **Metal**



VERMILION CITY

section
J-2



A The Ship Schedule

Until the train is fixed, the ship is the only way to get between Kanto and Johto (besides flying to the Indigo Plateau and walking back). The ship leaves from Kanto every Wednesday and Sunday, and comes back on Monday and Friday. When next you ride, you'll meet a whole new set of trainers on board.

B The Pokémon Fan Club

Listen to the Fan Club President's long, boring story, and he will reward you with a **Rare Candy**. Also note the Clefairy Doll while you're here... It will be important a bit later.



C Let Sleeping Snorlax Lie (For Now)

We'll come back when we figure out a way to wake Snorlax. Also note the guy next to him—When you get all 8 Kanto Badges, he'll

give you a free Max Up.



D Battle Lt. Surge for the Thunder Badge

And you thought you were done with the Badges! Nope, Kanto has eight new ones (well, hardly new to Red/Blue/Yellow players), starting with Lt. Surge's Thunder Badge. You'll want to bring your best Grass and Ground-types along (Note to Silver players: Donphan is great here), but most good Pokémon will do, since these Pokémon mostly use Normal-type attacks anyway.

Horton
P1320

Electrode
Level 33

Electrode
Level 33

Electrode
Level 33

Electrode
Level 33

Vincent
P1024

Magnemite
Level 27

Magnemite
Level 32

Magnemite
Level 32

Voltorb
Level 33

Gregory
P2376

Pikachu
Level 37

Flaaffy
Level 33

Flaaffy
Level 33

Lt. Surge
P4600

Raichu
Level 44

Electrode
Level 40

Electabuzz
Level 46

Electrode
Level 40



Poké Mart

ULTRA BALL	1200
SUPER POTION	700
HYPER POTION	1200
REVIVE	1500
PARALYZ HEAL	200
AWAKENING	250
BURN HEAL	250
LITEBLUEMAIL	50



section J-3

ROUTE 6

North to short, dull Route 6 is the only way we can go from Vermilion. A tunnel here links Route 6 to Cerulean City, but it will be closed until you fix the power outage.

	Route 6 Both Versions	Morning	Day	Night
	Pidgey	30%	30%	-
	Bellsprout	20%	20%	20%
	Abra	10%	10%	10%
	Magneite	20%	20%	20%
	Meowth*	20%	20%	20%
	Oddish	-	-	30%

**Appears in Silver Version Only*



section J-4

SAFFRON CITY

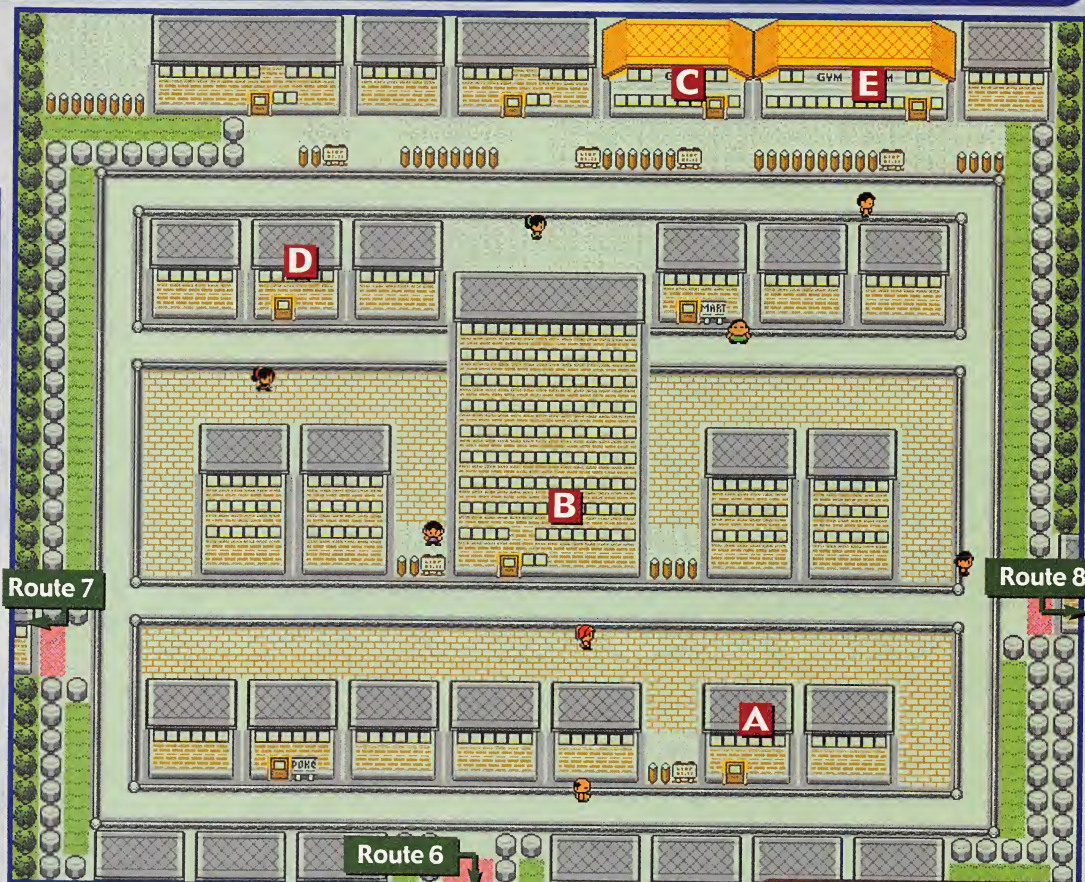
A Get TM 29



As in the last game, this guy reads minds and presents all comers with **TM 29**, Psychic. He must have quite a stockpile.

B A Free Upgrade

You won't get far in Silph Co., but they'll give you a free **Up-grade**, which will "upgrade" a certain Pokémon when you trade it.



C More Freebies at the Fighting Gym

The Karate Master is still in Johto, and surely he wouldn't have left anything lying around if he didn't want us to take it, right? Keep telling yourself that as you take the **Focus Band**, which sometimes protects your Pokémon from Fainting.



Poké Mart

GREAT BALL	600
ULTRA BALL	1200
HYPER POTION	1200
MAX POTION	2500
FULL HEAL	600
X ATTACK	500
X DEFEND	550
FLOWER MAIL	50

D The Copycat Girl

This kid is up to her old tricks, but if you come back after restoring the power, you'll find her pouting over a Clefairy Doll she lost in Vermilion (in the Fan Club). Return it, and she will give you a rail Pass.



E Battle Sabrina for the Marsh Badge

If Sabrina gives you trouble, you can always head down to Route 7, load up on Dark-types, and teach Sabrina why Psychic is no longer the unequivocal best type in the game. Or you can

just wear her out with your best Pokémon—she only has three and you can probably outlast them. To get to her, take route A-B-F-I-M. Just like last time!



1	Rebecca ¥1400
	Drowzee Level 35
	Hypno Level 35
2	Jared ¥1120
	Mr. Mime Level 32
	Exeggcute Level 32
	Exeggcute Level 35

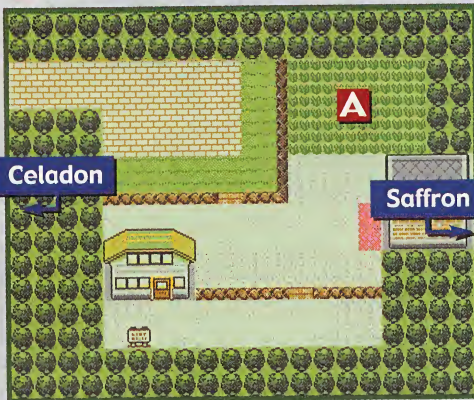
3	Doris ¥1440
	Slowpoke Level 34
	Slowbro Level 36
4	Franklin ¥1184
	Kadabra Level 37
5	Sabrina ¥4800
	Espeon Level 46
	Mr. Mime Level 46
	Alakazam Level 48

ROUTE 7

section
J-5



A Catch Some Dark Pokémon (Finally!)



This small chunk of land leads to Celadon City (and contains another closed tunnel), but we don't care about that right now. What makes it noteworthy is the two Dark Pokémon that come out, naturally, at night. Houndour, particularly, is one you won't want to miss. But both are great for dealing with Sabrina's Psychic Gym.



Houndour

Houndour is strong and versatile. Outside of Roar, all of the moves it learns are attacks, and they include Faint Attack (which never misses), Flamethrower, and Crunch, Dark's best attack. Houndour's evolved form, Houndoom (at level 24) has generally good stats (including impressive Speed), and its versatility makes it a good pick versus the game's tricky final opponent.

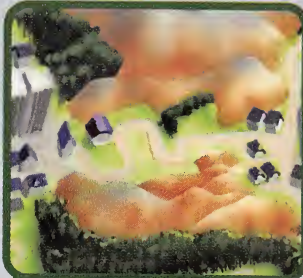
Murkrow

As Dark Pokémon go, this one's pretty bad. It has thoroughly mediocre stats, a bad combination of types (there are just too many Flyers out there already), and really poor moves. Its most powerful attack is Faint Attack, the Dark version of Swift. Outside of that, you have Peck, Nightshade, and not much else. But it can learn Fly.



Route 7 (Gold Version)	Morning	Day	Night
Spearow	28%	16%	—
Rattata	36%	36%	20%
Raticate	12%	16%	20%
Growlithe	24%	32%	24%
Houndour	—	—	8%
Murkrow	—	—	28%

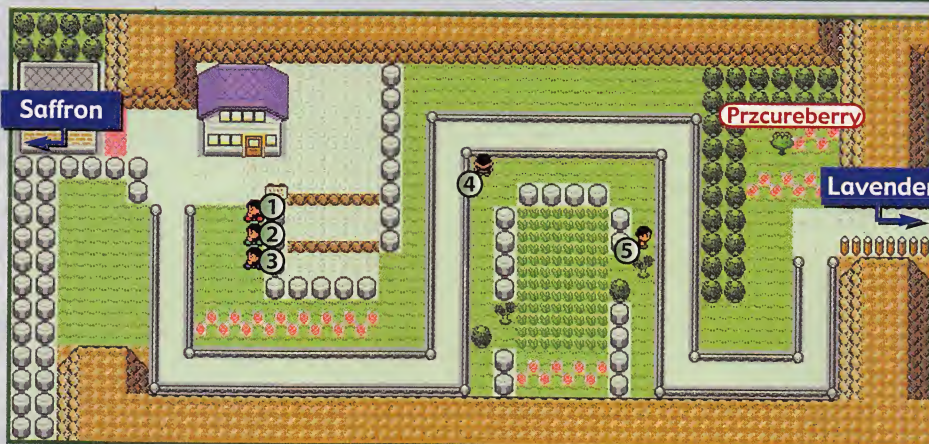
Route 7 (Silver Version)	Morning	Day	Night
Spearow	44%	28%	—
Raticate	20%	24%	24%
Meowth	16%	20%	20%
Persian	4%	4%	4%
Vulpix	16%	24%	20%
Houndour	—	—	8%
Murkrow	—	—	24%



section J-6

ROUTE 8

We'll take the long way to the Power Plant: Route 8 to Lavender, then into the Rock Tunnel. If you plan to hunt in Route 8, you'll need a Pokémon with Cut. This is the only place to catch wild Kadabra, which start with Kinesis, a move evolved Kadabra never learn.



Route 8 (Gold Version)	Morning	Day	Night
Pidgeotto	56%	56%	-
Abra	24%	24%	24%
Kadabra	8%	8%	8%
Growlithe	12%	12%	12%
Haunter	-	-	24%
Noctowl	-	-	32%

Route 8 (Silver Version)	Morning	Day	Night
Pidgeotto	44%	44%	-
Abra	16%	16%	16%
Kadabra	8%	8%	8%
Meowth	20%	20%	20%
Vulpix	12%	12%	8%
Haunter	-	-	24%
Noctowl	-	-	24%

1	Dwayne P960
	Koffing Level 27
	Koffing Level 29
	Koffing Level 28
	Koffing Level 30
2	Harris P1088
	Flareon Level 34
3	Zeke P1024
	Koffing Level 32
	Koffing Level 32
4	Sam P1088
	Grimer Level 34
	Muk Level 34
5	Tom P1029
	Magnemite Level 32
	Magnemite Level 32
	Magnemite Level 32

section J-7

LAVENDER TOWN

A Kanto's Radio Tower is Out of Order

With the power down, the Radio Tower here is out of commission. But if you come back when the power's restored, they'll thank you with a new Radio Card that lets you listen to Kanto's radio programs.

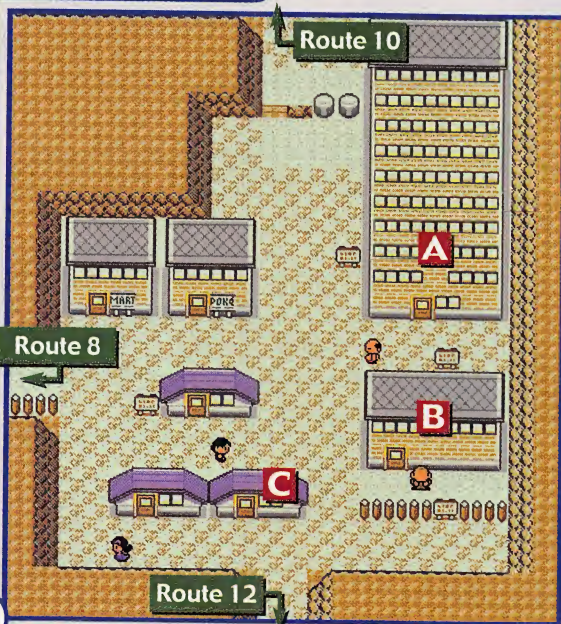
B Mr. Fuji's New Project

So they turned a tower built for the purpose of honoring dead Pokémon into a radio tower? That's more than a little tacky, but I guess Lavender's economy needed a boost. You can visit your old friend Mr. Fuji at the newer, smaller mausoleum at point B.

C Another Name Rater

If you need to rename your Pokémon, you can come here and save yourself a trip to Goldenrod. As always, you can't change the names of Pokémon you received in trades.

Poké Mart	
GREAT BALL	600
POTION	300
SUPER POTION	700
MAX REPEL	700
ANTIDOTE	100
PARLYZ HEAL	200
AWAKENING	250
BURN HEAL	250

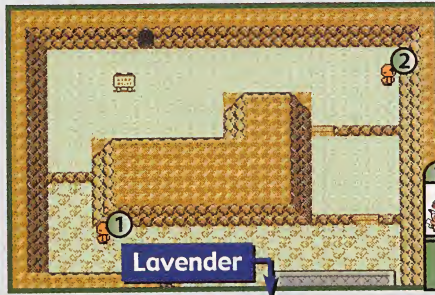


Rock Tunnel

section
J-8



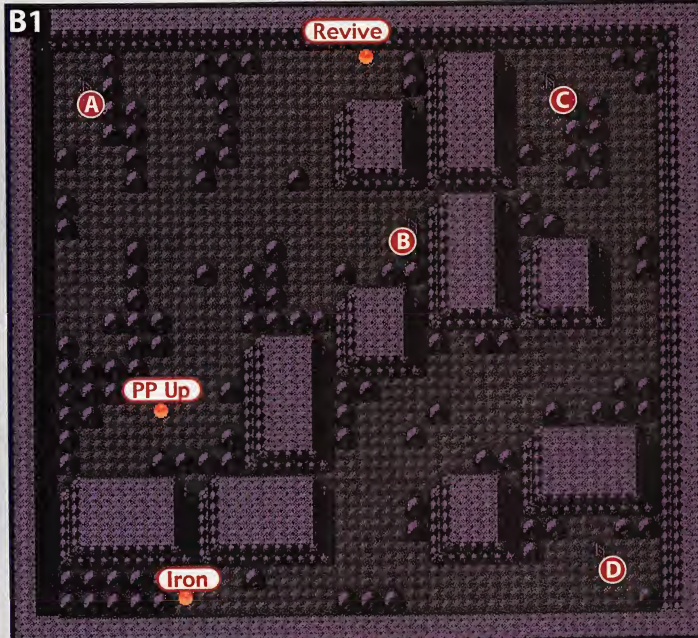
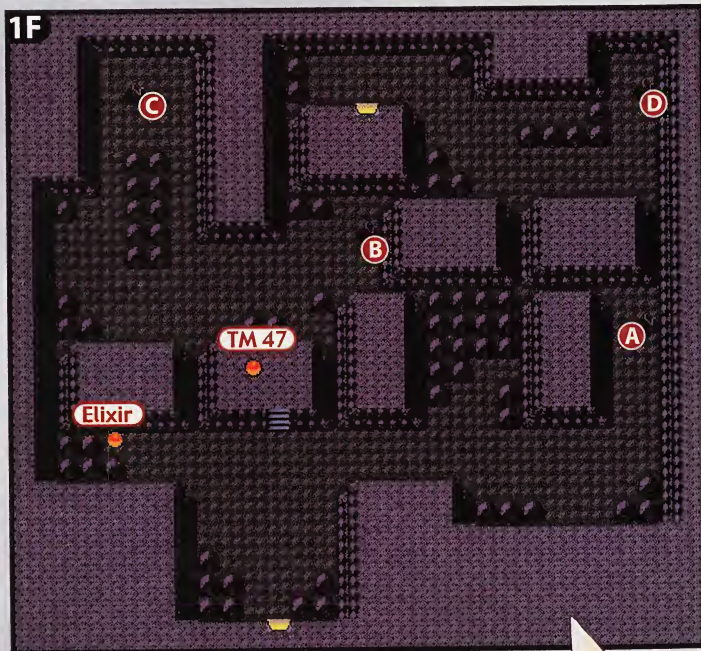
Take Route 10 to the Rock Tunnel



The Power Plant is right on the other side of this small tunnel, just north of Lavender.

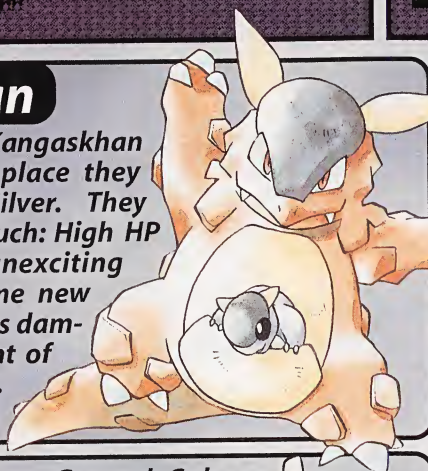
1	Robert P2640	2	Jim P1120
Quagsire Level 33		Machop Level 35	

The Rock Tunnel is a simple dungeon with a few interesting items (like **TM 47**, which contains Steel Wing, a rare Steel-type attack). It's also the only place you'll find Cubone and Kangaskhan in Gold and Silver.



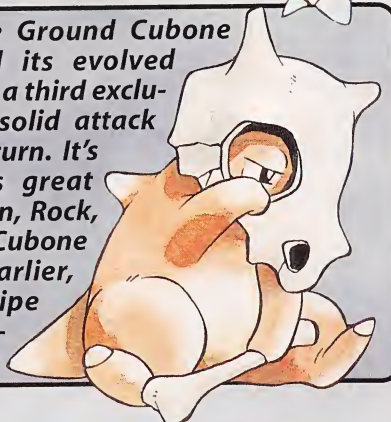
Kangaskhan

You won't see a lot of Kangaskhan here, but it's the only place they show up in Gold and Silver. They haven't changed too much: High HP and good stats, but unexciting moves. It does have one new one, *Reversal*, which does damage equal to the amount of HP Kangaskhan has lost.



Cubone

Pure Ground Cubone (and its evolved form, Marowak), now have a third exclusive move: *Bone Rush*, a solid attack that strikes 2-5 times each turn. It's Ground-type, too, so it's great against Fire, Electric, Poison, Rock, and even Steel Pokémon. Cubone also gets *Bonemerang* earlier, and can learn *False Swipe* (which is great for capturing wild Pokémon).

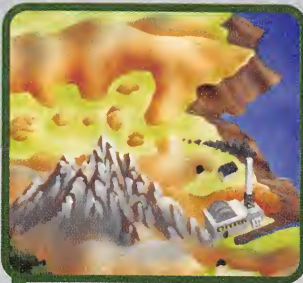


Tunnel 1F
Both Versions

	Morning	Day	Night
Geodude	24%	24%	24%
Machop	24%	24%	24%
Machoke	4%	4%	4%
Zubat	16%	16%	16%
Cubone	32%	32%	32%

Tunnel B1
Both Versions

	Morning	Day	Night
Geodude	20%	20%	20%
Onix	20%	20%	20%
Zubat	12%	12%	12%
Cubone	32%	32%	32%
Marowak	8%	8%	8%
Kangaskhan	8%	8%	8%



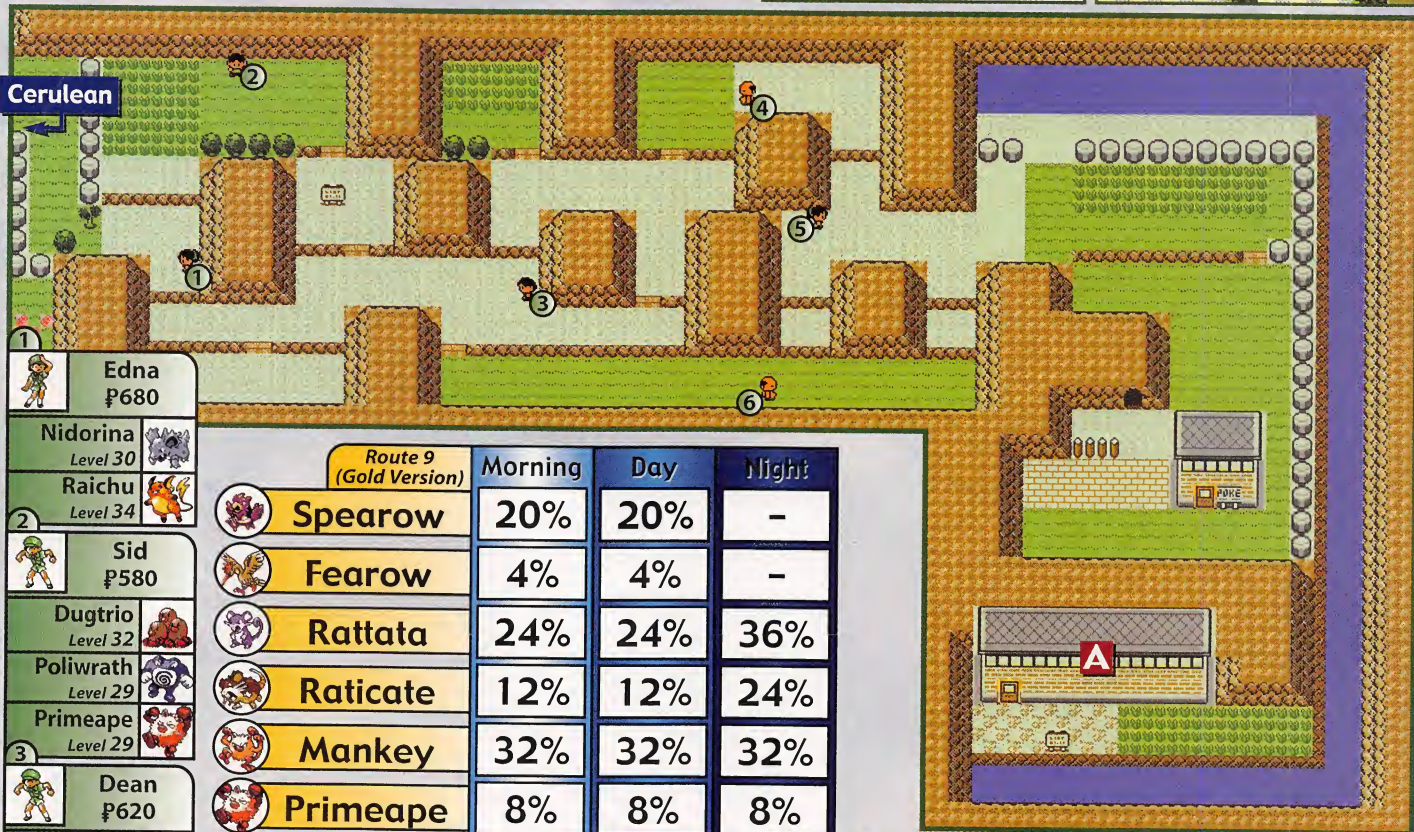
section

J-9

ROUTE 9+10

A The Machine Parts Have Been Stolen!

The power is out for all of Kanto 'cause some jerk swiped a part from the Power Plant. As you leave, a guard will give you a tip that a suspicious character has been spotted in Cerulean City, which is west through Route 9. But before you go to investigate, search the strip of grass outside of the Power Plant (that's Route 10) for an Electabuzz.



Edna
P680

Nidorina
Level 30

Raichu
Level 34

Sid
P580

Dugtrio
Level 32

Poliwrath
Level 29

Primeape
Level 29

Dean
P620

Golduck
Level 33

Sandslash
Level 31

Tim
P992

Graveler
Level 31

Graveler
Level 31

Graveler
Level 31

Heidi
P640

Skiploom
Level 32

Skiploom
Level 32

Sidney
P1024


Dugtrio
Level 34

Onix
Level 32

Route 9 (Gold Version)		Morning	Day	Night
	Spearow	20%	20%	-
	Fearow	4%	4%	-
	Rattata	24%	24%	36%
	Raticate	12%	12%	24%
	Mankey	32%	32%	32%
	Primeape	8%	8%	8%


Route 9 (Silver Version)		Morning	Day	Night
	Spearow	40%	40%	-
	Fearow	12%	12%	-
	Rattata	28%	28%	60%
	Raticate	20%	20%	40%

Route 10 Both Versions		Morning	Day	Night
	Spearow	20%	24%	-
	Fearow	8%	12%	-
	Raticate	20%	24%	24%
	Voltorb	28%	32%	28%
	Electabuzz	8%	8%	16%
	Quagsire	16%	-	32%



Electabuzz

Electric Pokémon are few and far between, so good ones like Electabuzz are always welcome. Its Speed and Special Attack scores are top class, and it should already know Thunder Punch by the time you get it. At later levels it now learns Thunderbolt as well as Thunder, and it will bear new Pokémon Elekid if you breed it!



CERULEAN CITY

section

J-10



A Apprehend the Thief

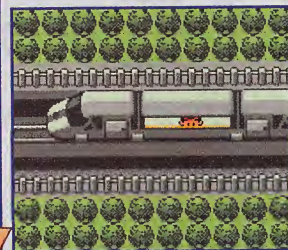
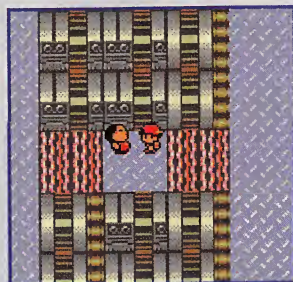


The thief is hiding from the law in the Gym, and he'll run for it when you come to visit. Fortunately, the man outside saw which way he ran: north towards Route 24. Catch him on the bridge, defeat his lone Pokémon, and he'll fess up. He stashed the **Machine Part** in the Gym, and you'll find it by searching in the spot shown to the left.



B Return the Stolen part

When you return the part to the Power Plant, you'll be rewarded with **TM 07**. And when that's all over, you'll be able to recover the Copycat Girl's **Clefairy Doll**, ride the train from Saffron to Goldenrod at any point, and pick up the **Expn. Card** in Lavender. You can use that card to wake up Snorlax, which we'll discuss on page 89.



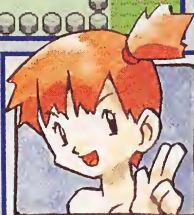
C Something in the Water



This kid reported a ping from his Item Finder, but didn't follow it up. Head into the water and use your own: You'll find the **Berserk Gene** which, when held, raises the Pokémon's Attack, but also Confuses it.

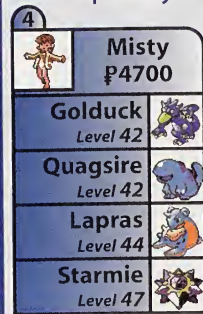
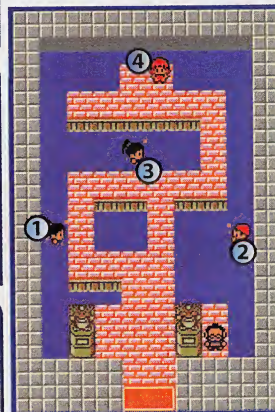
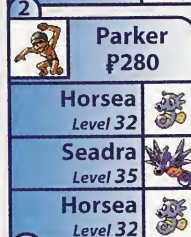
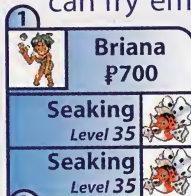
D Find Misty and Her Mystery Date

Once you've returned the Machine Part, you can come back to Cerulean and hunt down Misty. She's shirking Gym duty... To go on a date? You'll need to fight your way through Route 24+25 (covered on the next page), but you'll find her and her mystery man at the end. When the guy dashes off, Misty will return to her post at the Gym.



E Battle Misty for the Cascade Badge

You have plenty of ways to deal with Water Pokémon by now. You can fry 'em, Grass 'em, or better yet, both. You'll definitely want a Grass type (or a Flying type) to deal with Misty's pesky, Electric-resistant Quagsire. The Starmie can heal itself, so save a strong Pokémon to finish it off quickly.



section

J-11

ROUTE 24+25

A More Battles

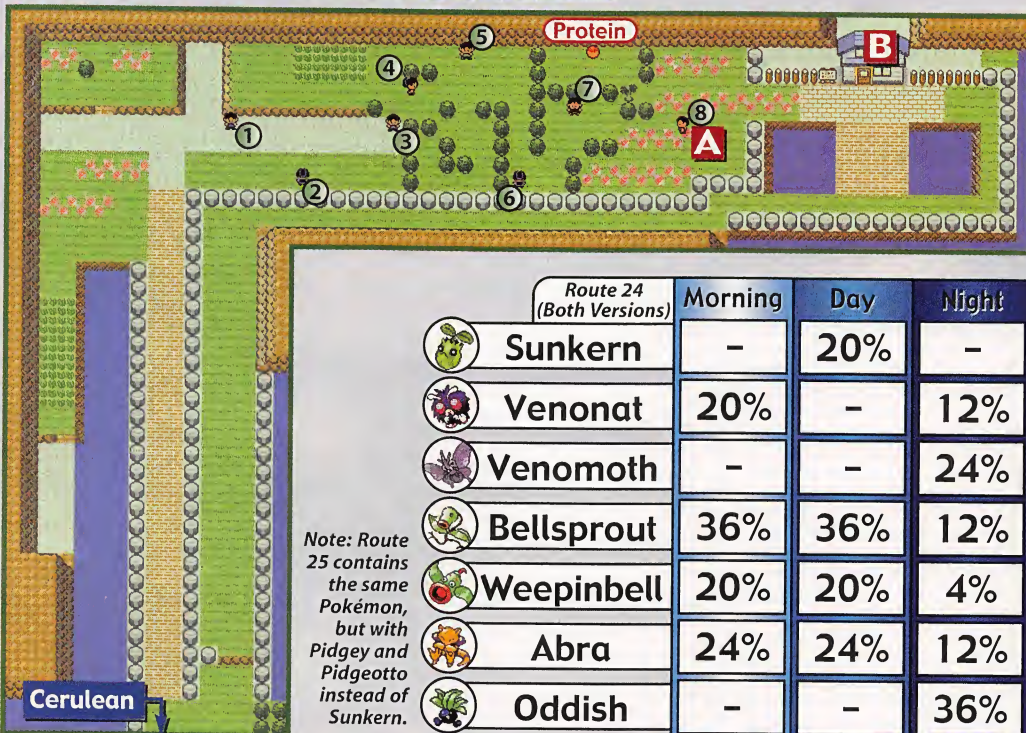


B The Curious Old Man

The man who is house-sitting for Bill doesn't get out much, but he's been reading about Pokémon, and wants to see the one with the long tongue... Show him a Lickitung and he'll give you an **Everstone**. He'll have more requests afterward.



Defeat the first six trainers, and this guy will reward you with a **Nugget**—and one more fight. It's tough, so be ready.



	Route 24 (Both Versions)	Morning	Day	Night
Sunkern		—	20%	—
Venonat		20%	—	12%
Venomoth		—	—	24%
Bellsprout		36%	36%	12%
Weepinbell		20%	20%	4%
Abra		24%	24%	12%
Oddish		—	—	36%

Note: Route 25 contains the same Pokémon, but with Pidgey and Pidgeotto instead of Sunkern.

1	Dudley ¥1120 Oddish Level 35	5	Lloyd ¥680 Nidoking Level 34
2	Ellen ¥816 Wigglytuff Level 30 Granbull Level 34	6	Shannon ¥768 Paras Level 29 Paras Level 29 Parasect Level 32
3	Joe ¥1056 Tangela Level 33 Vaporeon Level 33	7	Pat ¥1152 Porygon Level 36
4	Laura ¥744 Gloom Level 28 Bellossom Level 33 Pidgeotto Level 31	8	Kevin ¥1680 Rhyhorn Level 38 Charmeleon Level 35 Wartortle Level 35

section

J-12

ROUTE 5

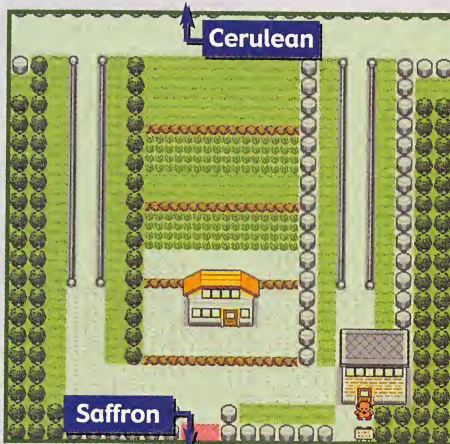
A Get the Old Woman's Cleanse Tag

You'll have to drop down from the top to get to this house. The old woman will give you a **Cleanse Tag**, which, when equipped, will reduce the number of wild Pokémon

encounters you face. After Route 5, cut west through Saffron and Route 7 to get to Celadon.

	Route 5 Both Versions	Morning	Day	Night
Pidgey		32%	32%	—
Bellsprout		24%	24%	16%
Abra		24%	24%	12%
Meowth*		20%	20%	12%
Oddish		—	—	40%
Gloom		—	—	20%

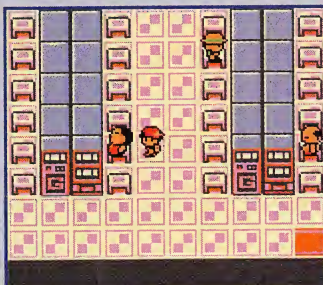
*Appears in Silver Version Only



CELADON CITY

section

J-13



A New Celadon Game Corner Prizes

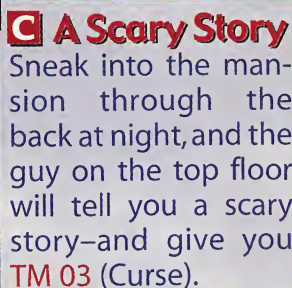
Prizes (in coins)	
TM 32 (Double Team)	1500
TM 29 (Psychic)	3500
TM 15 (Hyper Beam)	7500
Mr. Mime	3333
Eevee	6666
Porygon	9999

The Celadon Game Corner is just like the one in Goldenrod (and your coins are good in either one), but has new prizes that include Porygon, Eevee (!!!), and TM 29.



B Eating Contest

You can't participate, but you can search the trash for **Leftovers**. Any Pokémon that equips this great item will recover a bit of HP every turn.



C A Scary Story

Sneak into the mansion through the back at night, and the guy on the top floor will tell you a scary story—and give you TM 03 (Curse).



D Hidden Item

You can get a precious **PP Up** by searching in this fairly conspicuous spot. They're not available in any store, so don't miss it.

E The Celadon Dept. Store

Dept. Store 2F	
POKé BALL	200
GREAT BALL	600
ULTRA BALL	1200
ESCAPE ROPE	550
FULL HEAL	600
ANTIDOTE	100
BURN HEAL	250
ICE HEAL	250
AWAKENING	250
PARLYZ HEAL	200

Dept. Store 2F	
POTION	300
SUPER POTION	700
HYPER POTION	1200
MAX POTION	2500
REVIVE	1500
SUPER REPEL	500
MAX REPEL	700

Dept. Store 3F	
TM 10 (Hidden Power)	3000
TM 11 (Sunny Day)	2000
TM 17 (Protect)	3000
TM 18 (Rain Dance)	2000
TM 37 (Sandstorm)	2000

Nothing too exciting, but lots of it.

Dept. Store 4F	
POKé DOLL	1000
LOVELY MAIL	50
SURF MAIL	50

Dept. Store 5F	
X ACCURACY	950
GUARD SPEC	700
DIRE HIT	650
X ATTACK	500
X DEFEND	550
X SPEED	350
X SPECIAL	350

Dept. Store 5F	
HP UP	9800
PROTEIN	9800
IRON	9800
CARBOS	9800
CALCIUM	9800

Dept. Store 6F	
FRESH WATER	200
SODA POP	300
LEMONADE	350



F Battle Erika for the Rainbow Badge

Grass is pretty easy to beat. Just come in with some strong Fire Pokémon and you shouldn't have any problems here. Good second choices include Ice, and Psychic (since a lot of these are also Poison-type). Erika is the first

of the Kanto trainers to toss in a bonus: It's TM 19, Giga Drain, probably the best new Grass attack in Gold and Silver.

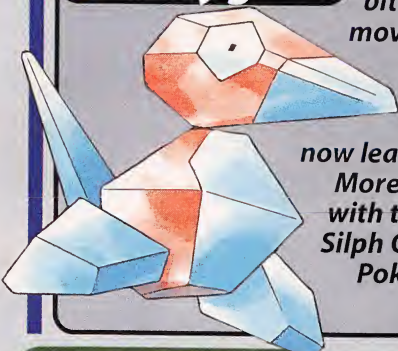
1	Jo+Zoe ¥700
	Victreebell Level 35
	Vileplume Level 35
2	Tanya ¥740
	Exeggutor Level 37
3	Michelle ¥816
	Skiploom Level 32
	Hoppip Level 33
	Jumpluff Level 35

4	Julia ¥3080
	Paras Level 32
	Parasect Level 35
	Exeggcute Level 32
5	Erika ¥4600
	Tangela Level 42
	Bellossom Level 46
	Jumpluff Level 41
	Victreebell Level 46



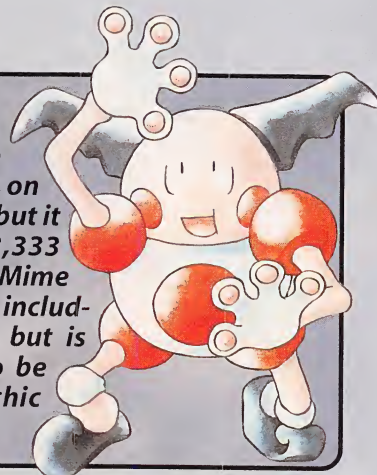
Porygon

Porygon has been tweaked a bit for the better. It has a new move that turns it into whatever type your opponent will have the hardest time dealing with, and it can now learn Recover and Zap Attack. More importantly, if you trade it with the Up-grade you got at the Silph Co., it will evolve into a new Pokémon which gets the same moves but far better stats.



Mr. Mime

You'll actually be able to catch a wild Mr. Mime later, on Route 28. It won't be easy, but it sure beats racking up 3,333 coins. The Gold/Silver Mr. Mime has a bunch of new moves, including Psybeam and Encore, but is still a bit too defensive to be one of the better Psychic Pokémon.



section

J-15

ROUTE 16-18



You'll have to use your bike on this steep road, and you'll whiz through it in a heartbeat if you don't stop to smell the flowers (and catch a few rare Pokémon that you won't find anywhere else).



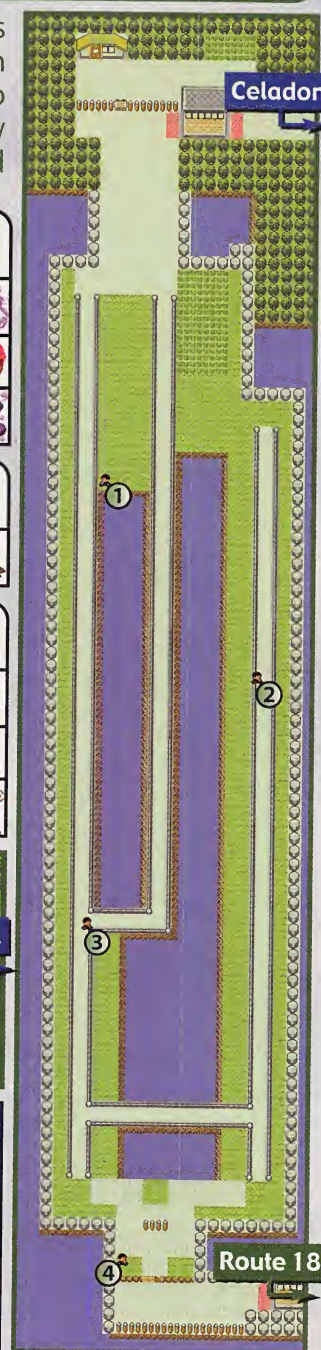
Other than the hunting opportunities and a few junior trainers, there isn't anything of interest here, even in the house at the top of the hill.

Grimer

Pure Poison is actually a pretty nice type, since all you really need to worry about are Psychics. And Grimer and evolved form Muk certainly have the goods: Sludge at level 16 and Sludge Bomb at level 50 are pretty good attacks. But Grimer and Muk have only so-so stats, and with only Poison-type attacks, they have no way to deal with Steel-type Pokémon who are completely immune to Poison.



1	Riley P1088	4	Charles P960
	Weezing Level 34		Koffing Level 30
2	Joel P1024		Charmeleon Level 30
	Magmar Level 32	5	Weezing Level 30
	Magmar Level 32		Bob P816
3	Glenn P1024		Noctowl Level 34
	Koffing Level 28	6	Boris P768
	Magmar Level 30		Doduo Level 28
	Weezing Level 32		Doduo Level 30
			Dodrio Level 32



Route 16 Both Versions	Morning	Day	Night
Fearow	50%	-	-
Grimer	30%	80%	60%
Muk	10%	10%	20%
???	10%	10%	10%
Murkrow	-	-	10%

Route 17+18 Both Versions	Morning	Day	Night
Fearow	50%	-	-
Grimer	30%	80%	70%
Muk	10%	10%	20%
???	10%	10%	10%

FUCHSIA CITY

section
J-16



A The Safari Zone is Closed

You know it's closed when they have the door removed! Alas, without that, there isn't much to do in Fuchsia.



Poké Mart

GREAT BALL	600
ULTRA BALL	1200
SUPER POTION	700
HYPER POTION	1200
FULL HEAL	600
MAX REPEL	700
FLOWER MAIL	50

B No Passage to Cinnabar

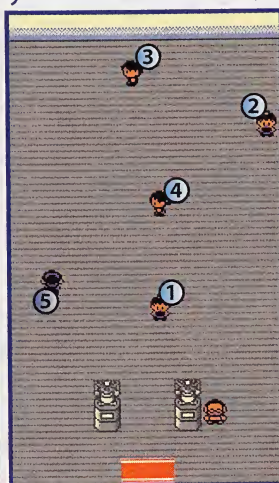
A number of fallen boulders have blocked the exit south of here, which leads to Cinnabar Island via Route 19. The blockade will be removed if you come back here from that direction, but for now, the only way to get to Kanto's west side is Diglett's Cave.



C Battle Janine for the Soul Badge

Now that Koga has been promoted to the Indigo Plateau, who's minding the Fuchsia Gym? His daughter Janine, apparently, and a handful of impersonators. The invisible (sorta) walls are still there, but you shouldn't have much trouble feeling your way through and beating the trainers on the way. These are mostly Poison Pokémon, so your Psychics will be the most useful. But since most of them are half-Grass or half-Bug, Fire is almost as good.

1	Linda P816
	Bulbasaur Level 30
	Ivysaur Level 32
	Venusaur Level 34
2	Cindy P720
	Nidoqueen Level 36



3	Barry P720
	Nidoking Level 36
4	Alice P720
	Gloom Level 30
	Arbok Level 34
	Gloom Level 30

5	Janine P3900
	Crobat Level 36
	Weezing Level 36
	Weezing Level 36
	Ariados Level 33
	Venomoth Level 39

Fuchsia City Fishing Chart

	Old Rod	Good Rod	Super Rod
Magikarp	100%	90%	80%
Gyarados	-	10%	20%

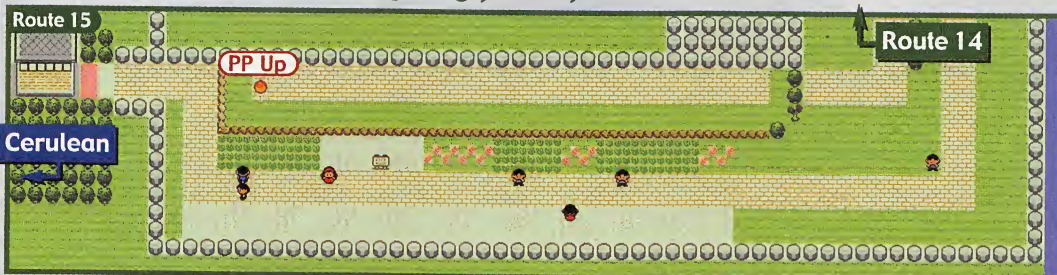


section J-17

ROUTE 12-15

Catch a Chansey on the Way Back to Vermilion

Once again, we'll take the long way back, and once again it's worth it. Routes 13-15 are the only places in the game you can catch a Chansey (see next page), and it's also where you'll finally get the Super Rod and some other neat things. There are a bunch of Trainers here, and we don't have space to list them. But at this point in the game, they shouldn't be giving you any trouble at all.



A Trade for Aerodactyl

It's hard enough to catch one Chansey, but you may want to try for a pair. Trade the extra one to the girl who's searching the same grass patch for an Aerodactyl. It's the only way you'll get one in Gold and Silver.

B Follow the Signs

Follow the instructions on this sign, and it will lead you to the spot shown below, where you can search for a hidden **Calcium**.

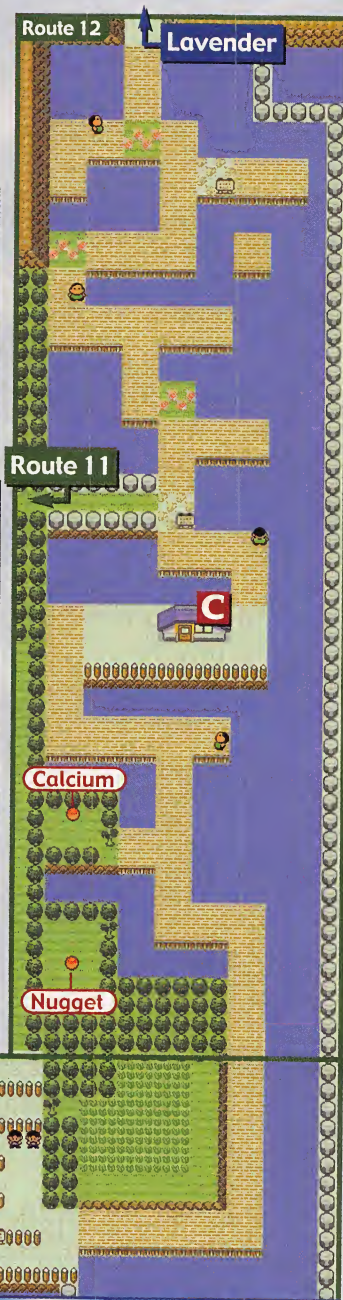
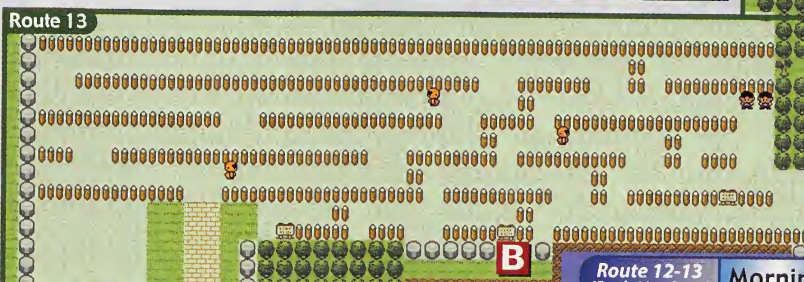


C The Super Rod

Say yes to this man's question, and he'll give you the **Super Rod**, the best rod in the game!



	Route 13-15 Both Versions	Morning	Day	Night
	Pidgeotto	20%	20%	-
	Hoppip	28%	28%	-
	Skiploom*	8%	8%	-
	Nidorina	12%	20%	20%
	Nidorino	12%	20%	20%
	Chansey	4%	4%	4%
	Noctowl	-	-	20%
	Quagsire	16%	-	36%
*Appears on Route 14 Only				



	Route 12-13 (Both Versions)	Morning	Day	Night
	Tentacool	48%	48%	32%
	Tentacruel	20%	20%	30%
	Quagsire	32%	32%	48%

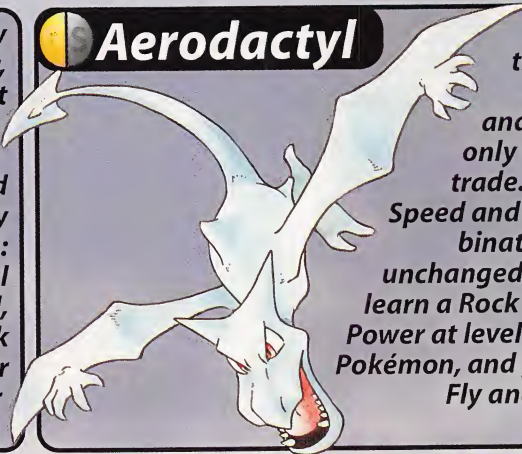
	Route 12-13 Fishing Chart	Old Rod	Good Rod	Super Rod
	Magikarp	60%	40%	30%
	Tentacool	40%	60%	50%
	???	-	-	20%

Chansey



The ever-adorable Chansey is just as rare in Gold/Silver, but now it's even better. It starts with Softboiled and can learn new attacks like Egg Bomb. It can also evolve, based on mood, into Blissey. Blissey has pretty much the same stats: a ton of HP, high Special Defense, moderate Speed, and zip in the way of Attack and Defense, but with a better Special Attack. It's still a healer first and foremost, though.

Aerodactyl



Aerodactyl is the only fossil to appear in Gold and Silver, and can only be received in a trade. Its astounding Speed and beneficial combination of types are unchanged, and now it can learn a Rock attack (Ancient Power at level 29). It's a great Pokémon, and you can teach it Fly and travel in style.

ROUTE 11

section

J-18

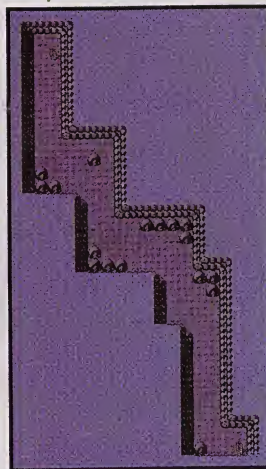
Cross Route 11 to Vermillion, and Wake Snorlax



Heal up in Lavender if you need to, then head west through Route 11, the last unexplored stretch of East Kanto. Outside of a few easy trainers, there's nothing here. But at the end of the road (in Vermilion), you'll find that sleeping Snorlax.

Tune your radio to the Pokémon Flute station, then press the "A" button while you're standing next to Snorlax to

wake it up. It's at level 50, and it constantly gains health back through equipped Leftovers (they're yours if you catch it). Be careful not to K.O. it or it's gone for good! Whittle down its health and use Heavy Balls if you have 'em. When Snorlax is out of your way, you'll be able to enter Diglett's Cave, the only route to West Kanto.



Route 11 Both Versions	Morning	Day	Night
Rattata	24%	24%	24%
Magnetite	20%	20%	20%
Drowzee	44%	44%	44%
Hypno	12%	12%	12%

Diglett's Cave Both Versions	Morning	Day	Night
Diglett	88%	88%	88%
Dugtrio	12%	12%	12%

Snorlax

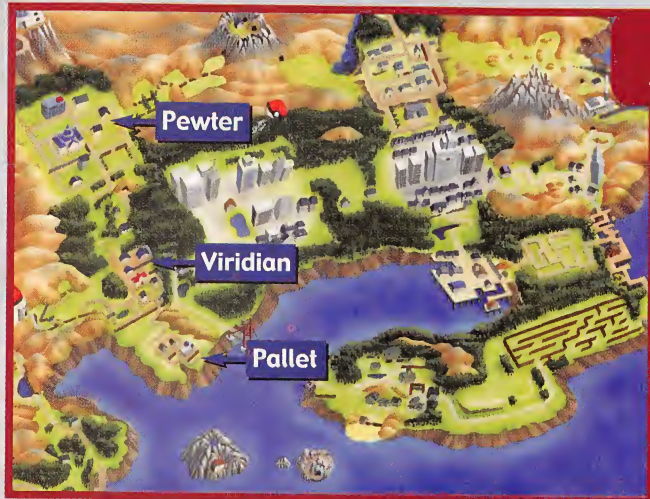
There's only one Snorlax in the game, and at level 50, it's only a few levels away from learning Hyper Beam, its best attack. Snorlax comes with Rest (which puts it to Sleep to refill its HP) and Snore (which does damage while Snorlax is asleep), a neat little combo that makes this high-HP Pokémon hard to beat. It has some interesting early moves, too, but you'll need to raise a new Snorlax from an egg to get them.



Diglett

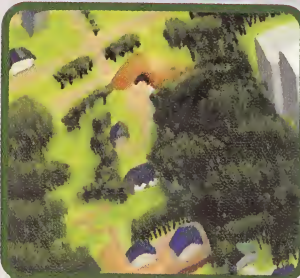
Speed wins battles, and if there's one thing Diglett and Dugtrio (its evolved form, at level 26) excel at, it's Speed. Making these rogue Moles even more dangerous to the Electric, Fire, Poison and Steel Pokémon of the world are two new attacks: Magnitude (a Ground-type attack that does random damage) and Fissure (which K.O.'s instantly 30% of the time, like Guillotine).





SECTION K: WEST KANTO

Once you've awoken the Snorlax and passed through Diglett's Cave, you'll find yourself in the area where your quest began in Red/Blue/Yellow. All that's left to do is defeat the final three Kanto Gym Leaders, and then head off in search of one final legendary trainer.



section
K-1

ROUTE 2

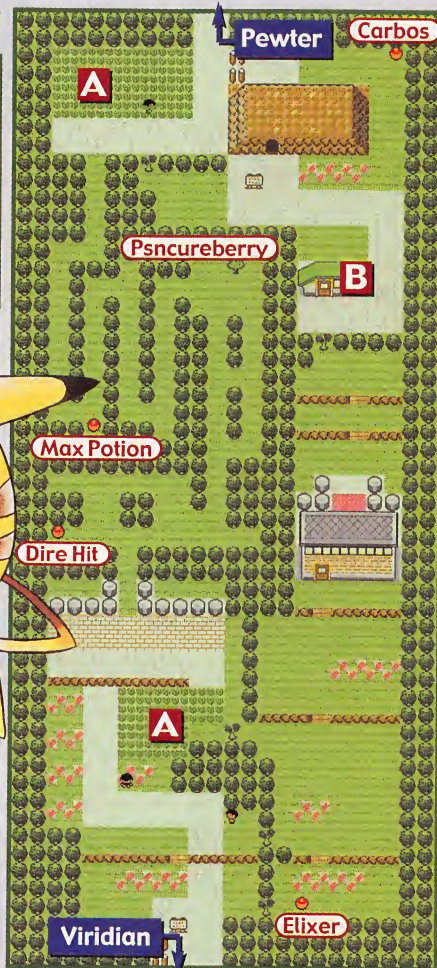
A Catch a Pikachu (or Two)

Like most of the areas in West Kanto, the Pokémon here are very low level, and the Pikachu top out at level 4. So you'll need to grab a Pokémon with False Swipe from your PC in Pewter City (or use lots of Level Balls) if you want a Pikachu or anything else here. Pikachu appear fairly infrequently, so you'll need to put some time into catching one. If you don't have a Pokémon with False Swipe, use low-level Pokémon so you don't risk knocking it out.



B Get a Free Nugget

This recluse is so happy to get visitors that he's giving out \$5000 chunks of gold to all comers. So try and drop by.



Pikachu

About time! No, you haven't missed anything, this is the first, last, and only place Pikachu appear in Gold and Silver. They're rare, but get a pair if you can; breeding Pikachu is the only way to get the new Pokémon Pichu (not that it's that great, but it's cute). As for Pikachu itself, it is basically unchanged from its more powerful Yellow version (although now it can evolve into Raichu).



Route 2 (Gold Version)	Morning	Day	Night
Caterpie	20%	20%	-
Metapod	36%	20%	-
Butterfree	8%	-	-
Pidgey	20%	44%	-
Pidgeotto	8%	8%	-
Pikachu	8%	8%	8%
Spinarak	-	-	20%
Ariados	-	-	8%
Hoothoot	-	-	56%
Noctowl	-	-	8%

Route 2 (Silver Version)	Morning	Day	Night
Weedle	20%	16%	-
Kakuna	36%	24%	-
Beedrill	8%	-	-
Ledyba	20%	-	-
Ledian	8%	-	-
Pidgey	-	44%	-
Pidgeotto	-	8%	-
Pikachu	8%	8%	8%
Hoothoot	-	-	76%
Noctowl	-	-	16%

PEWTER CITY

section
K-2



A Get the Second Legend Wing

Wow! This nondescript old guy will hand you the second Wing (**Rainbow Wing** in Silver, **Silver Wing** in Gold) just for talking to him. Now you can go get a level 70 (!) Ho-oh or Lugia (see page 68+69) at your leisure.

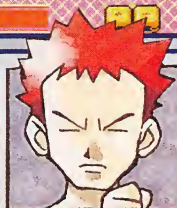


B Pewter City Trader



Trade a Gloom for a Rapidash? There isn't much reason to, since you can catch a wild Rapidash on Route 28, and you need Gloom to get Vileplume and Bellossom. But it's ultimately up to you.

C Battle Brock for the Boulder Badge



Good old Brock has only a single disciple and a stable of easily beaten Pokémon. A single good Grass Pokémon can take all five, but a mix of Water and Electric (for Omastar and Kabutops) will do the trick too.

1	Jerry P740
	Sandslash Level 37
2	Brock P4200
	Graveler Level 41
	Omastar Level 42
	Rhyhorn Level 41
	Onix Level 44
	Kabutops Level 42

ROUTE 3

section
K-3



There's nothing to do here except catch a Jigglypuff and battle a few easy junior trainers. You'll note the Pokémon Center near the entrance to Mt. Moon has closed,

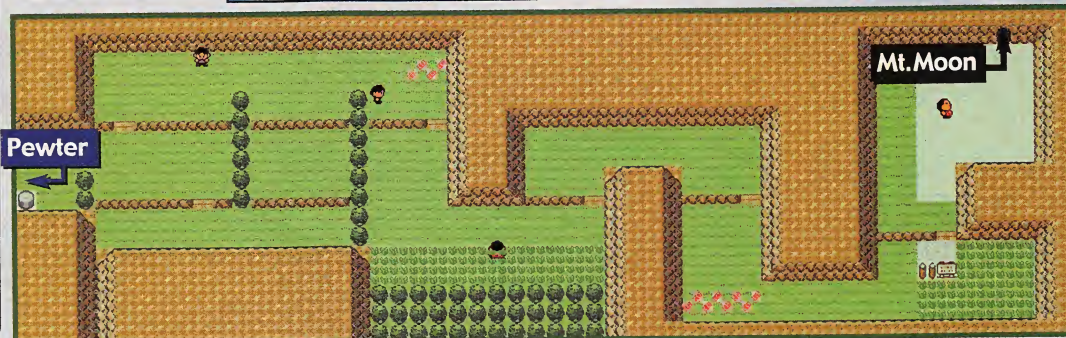
but it's such an easy area now that you won't miss it.

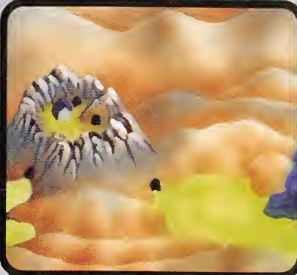
Jigglypuff
Not much has changed with Jigglypuff itself (although many of its old moves have been powered up a bit in Gold and Silver). But like Pikachu, it can now lay an egg containing a new Pokémon, Igglybuff, that is somehow even more obnoxiously cute.



	Route 3 (Silver Version)	Morning	Day	Night
	Spearow	24%	24%	-
	Ekans	20%	20%	20%
	Arbok	8%	8%	8%
	Rattata	40%	40%	24%
	Jigglypuff	8%	8%	8%
	Zubat	-	-	40%

	Route 3 (Gold Version)	Morning	Day	Night
	Spearow	56%	56%	-
	Rattata	32%	32%	56%
	Jigglypuff	12%	12%	12%
	Zubat	-	-	32%





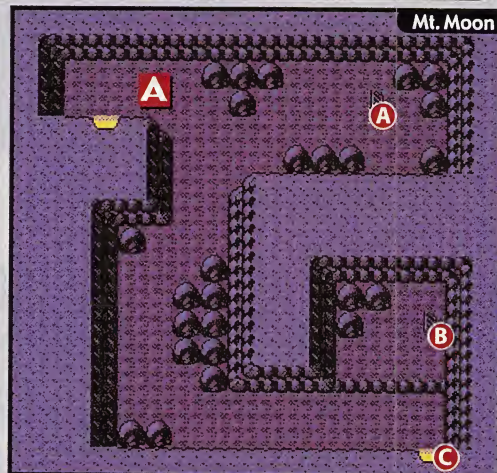
section K-4

MT. MOON/RTE.4

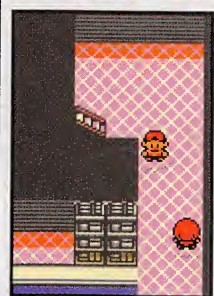
A Your Rival's Final Ambush

This is the last forced battle with your rival, but it should be one of the easiest. His Pokémon are all in the low 40's, and are nothing a strong, well-prepared party can't handle. Note his cool new final battle pose!

Rival	HP
Sneasel	41
(Starter) Golbat	45
Magnetron	41
Gengar	43
Alakazam	43



What's Next for Your Rival?



After beating him here, your Rival runs off to sulk. But it's not necessarily the last you'll see of him... To fight him again, go to the Indigo Plateau on Mondays and Wednesdays, and he'll be waiting near the stairs (his Pokémon are level 45-50). On

Tuesday and Thursday you can find him pondering deeper matters in Blackthorn's Dragon Den. But he will not attack you there.



B The Mt. Moon Souvenir Shop

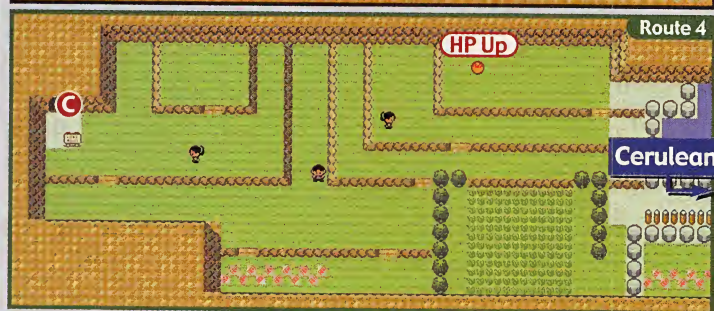
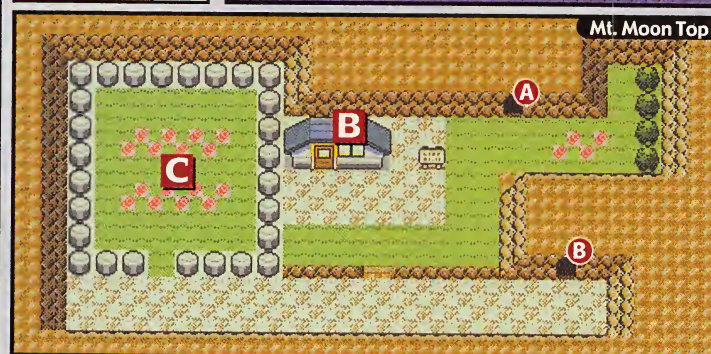
Souvenir Shop	
POKé DOLL	1000
FRESH WATER	200
SODA POP	300
LEMONADE	350
REPEL	350
PORTRAIT MAIL	50







Poké Dolls are kind of pointless, but I like this shop a lot. You can buy Lemonade here in massive quantities, instead of one at a time at the department store vending machines. The shop isn't open at night.





C The Clefairy Dance on Monday Nights

Monday is the day of the Moon (hence the "Mon"), and it's on those nights you can see the Clefairy Dance. They always leave behind a stone, and if you use Rock Smash, you'll find a Moon Stone beneath.

Clefairy Clefairy has a couple of new moves, including level 4's *Encore* (which repeats your opponent's last move) and *Moonlight*, a healing move that is stronger at night. And now they can lay an egg containing a new Pokémon, *Cleflea*.



Mt. Moon (Gold Version)		Morning	Day	Night
	Sandshrew	16%	16%	16%
	Sandslash	4%	4%	4%
	Geodude	40%	40%	40%
	Paras	16%	16%	16%
	Clefairy	8%	8%	8%
	Zubat	16%	16%	16%

Mt. Moon (Silver Version)		Morning	Day	Night
	Geodude	52%	52%	52%
	Paras	8%	8%	8%
	Clefairy	16%	16%	16%
	Zubat	24%	24%	24%

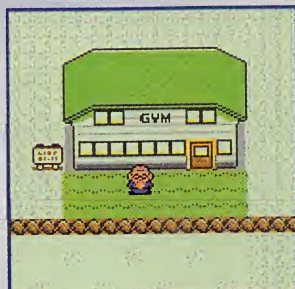
VIRIDIAN CITY

section
K-5



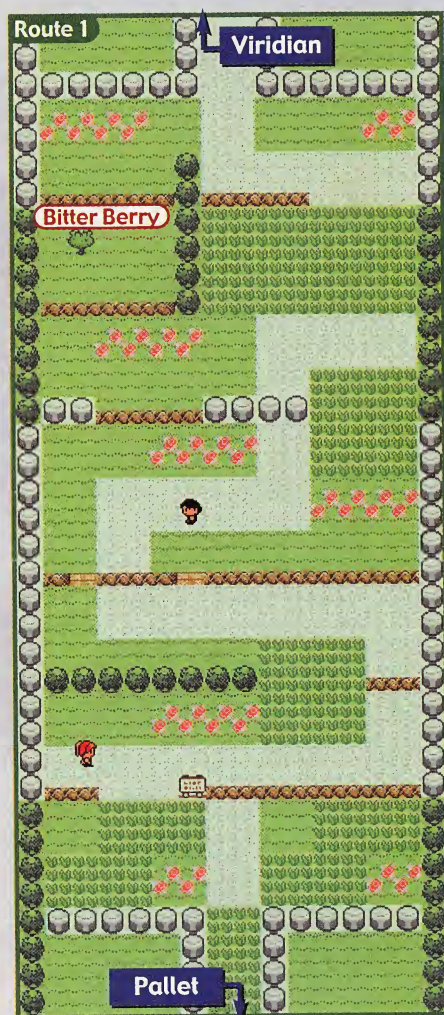
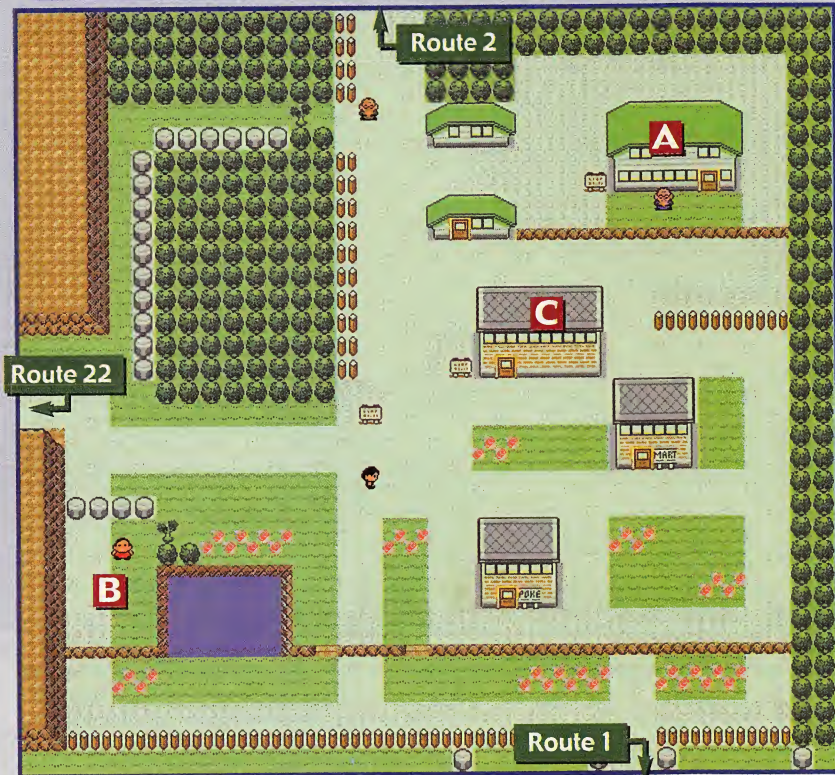
A Where is the Gym Leader?

If Giovanni has left Kanto for good, who's in charge of the Viridian City Gym? Someone has taken the reins, but they won't be back until you've beaten all 7 other trainers.

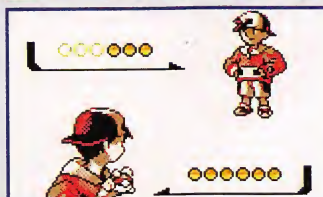


B Get TM 42 (Dream Eater)

As in the last version, this guy will hand over **TM 42** if you Cut or Surf over to him. Dream Eater is a strong attack that only works when its target is asleep.



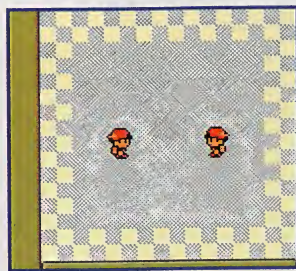
C The One-on-One Trainer House



	Cal ¥5000
	Meganium Level 50
	Typhlosion Level 50
	Feraligatr Level 50

This new Viridian City fixture allows you to battle a visiting trainer once a day. Don't be surprised if this "visiting trainer" is someone you know... The game swipes the name and Pokémon roster of the last person you used "Mystery Gift" with.

Imagine... Someone out there could be fighting you and your Pokémon right this very minute. How disturbing! If you haven't ever used the "Mystery Gift" option, you'll end up battling the guy on the left.



ROUTE 1

section
K-6



	Route 1 (Both Versions)	Morning	Day	Night
	Pidgey	44%	44%	-
	Sentret	20%	20%	-
	Furret	12%	12%	-
	Rattata	24%	24%	56%
	Hoothoot	-	-	44%

Route 1 is another small area with nothing to offer except memories of past quests. Head south to Pallet Town and what remains of Cinnabar.



section

K-7

PALLET TOWN

A Pay Professor Oak a Visit

Professor Elm has e-mailed Professor Oak about your arrival (you can read the letter on his computer), and he's eager to speak with you again. Make sure to visit again when you've earned all the Badges.



B Drop by Some Old Friends

You can also visit the homes of Gary and Ash, and speak to their families. Ash isn't around, but a quick check of his room reveals he's upgraded to an N64®. Nice.



section

K-8

ROUTE 19-21

A Catch Mr. Mime in the Grass

You can buy a Mr. Mime at the Celadon City Game Corner, but why not save some coins and catch one here? They're fairly rare compared to the Tangela, but you'll get one if you stick with it.



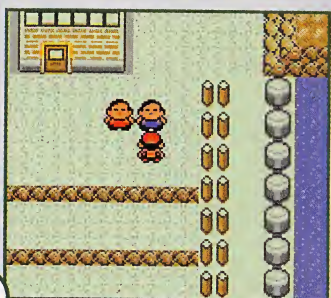
B Find the Viridian City Gym Leader

The Viridian City Gym leader is... Blue? After talking here, he'll move back to the Gym, where you can find him after beating Blaine.



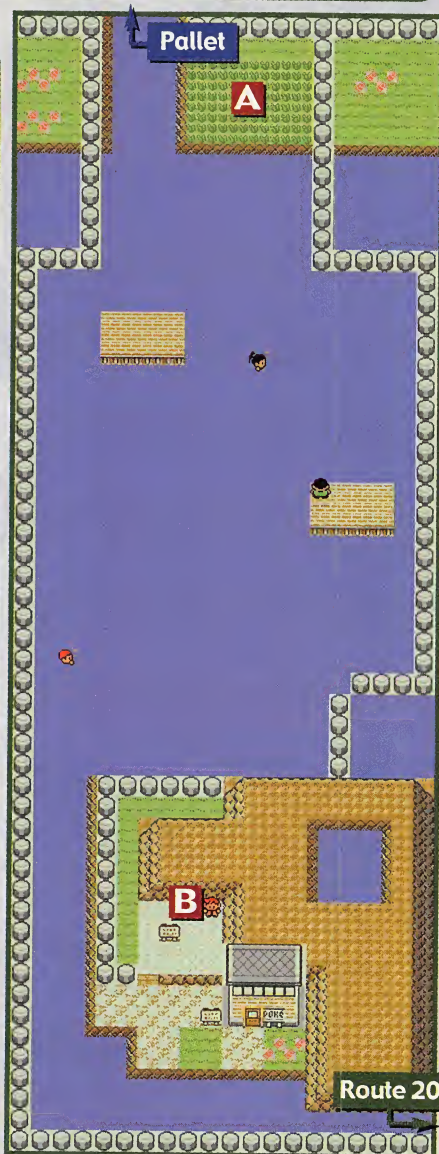
C The Path to Fuchsia is Clear!

Ta da! The blocks are gone, so you can enter Fuchsia freely. Of course, you could've just flown...



Route 19-21 Both Versions		Morning	Day	Night
	Tangela	88%	88%	88%
	Mr. Mime	12%	12%	12%
	Tentacool	84%	84%	84%
	Tentacruel	16%	16%	16%

Route 20-21 Fishing Chart		Old Rod	Good Rod	Super Rod
	Magikarp	90%	40%	-
	Shellder	-	25%	30%
	Tentacool	10%	10%	-
	Tentacruel	-	-	10%
	???	-	25%	50%
	???	-	-	10%

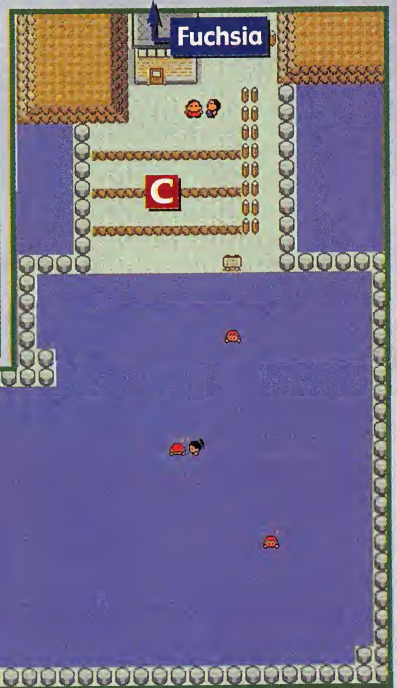
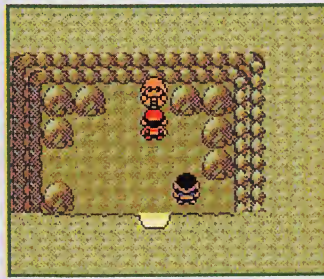




D Battle Blaine for the Volcano Badge

Poor Blaine doesn't even have a town anymore, much less a Gym or disciples. So seek him out in this small cave, attack him with a handful of Water Pokémon (or anything that knows Surf) and put him out of his misery.

	Blaine P5000
	Magcargo Level 45
	Rapidash Level 50
	Magmar Level 45



Route 21



Back to Viridian for the Earth Badge

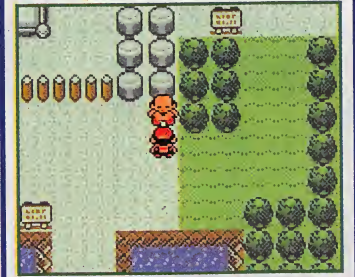
Blue is the final Gym leader, and he's definitely the toughest of the bunch. His Pokémon don't follow any easy theme (they're the same ones he had in Red/Blue, minus the starter), so you'll need a strong and varied party to beat him, including Electric, Fire, Water and Dark Pokémon. It's the same team you'll want for the final battle, so get them some EXP here!

	Blue P5800
	Pidgeot Level 56
	Rhydon Level 56
	Alakazam Level 54
	Gyarados Level 58
	Arcanine Level 58
	Exeggutor Level 58



Get A Free HP Up

Remember this guy, in Vermilion City? Talk to him now for that free HP Up!



ROUTE 22

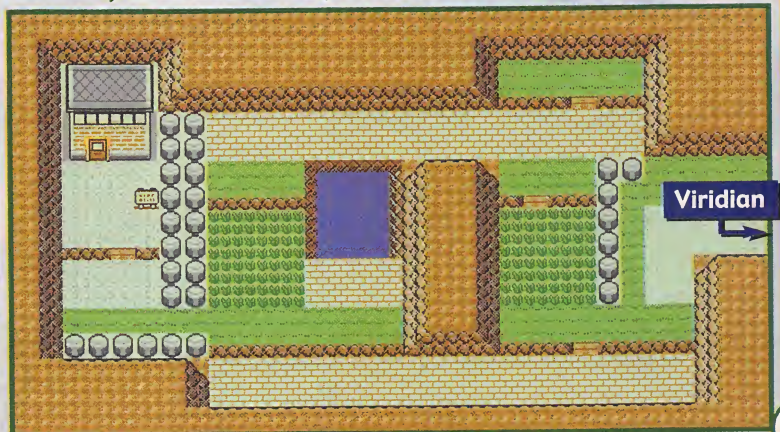
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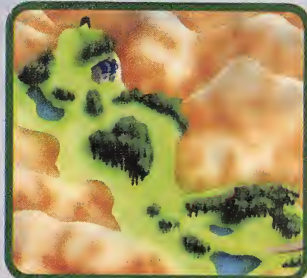
K-9

You've been just about everywhere on the map, but your quest isn't over yet. Speak to Professor Oak, and he'll tell you of a location that isn't on the map: Mt. Silver. You can get there from the crossroad between Route 26 and Victory Road. To get back there quickly and easily, just head west from Viridian City, and cut through Route 22. The Pokémon here are pushovers, but they're about to get a *lot* harder...



	Route 22 Both Versions	Morning	Day	Night
	Spearow	44%	44%	-
	Fearow	12%	12%	-
	Doduo	8%	8%	-
	Rattata	28%	28%	80%
	Ponyta	8%	8%	20%



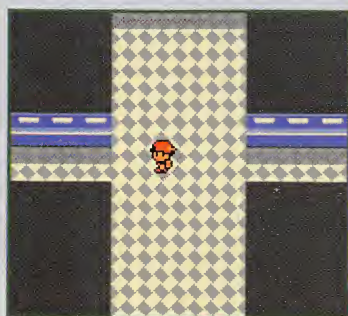


section K-10

ROUTE 28

A No More Guards!

The two men that used to block these paths are gone, so you can now travel straight through (to the West) from Route 22 to Route 28, where the entrance to Mt. Silver lies. This area has its own Pokémon Center, so you can pack light.



B The Celebrity Recluse

This woman is so concerned about her privacy that she'll bribe you with **TM 47** (Steel Wing) to buy your silence. It's a nice Steel attack that most winged Pokémon can learn, so we'll keep quiet.

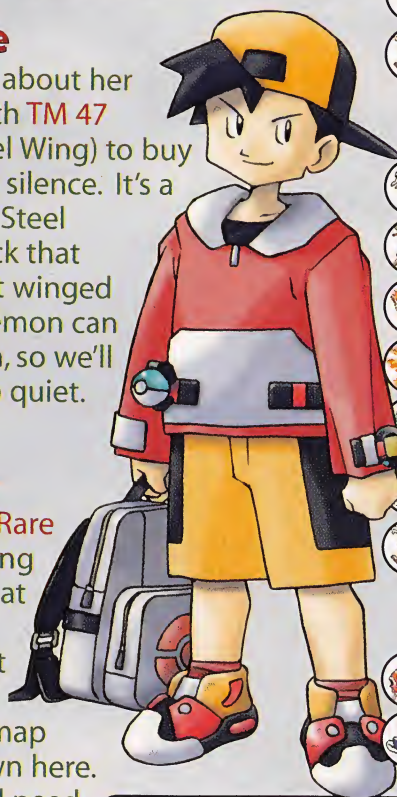


C A Hidden Rare Candy

You can always use more **Rare Candy**, especially considering what's ahead. Pick up a freebie at the point on the map shown here.



the point on the map shown here. You'll need to face up when you search.



Route 28
Gold Version

	Morning	Day	Night
Doduo	8%	8%	-
Dodrio	12%	12%	-
Ponyta	24%	24%	24%
Rapidash	16%	16%	16%
Tangela	24%	24%	28%
???	16%	16%	24%
Sneasel	-	-	8%

Route 28
Silver Version

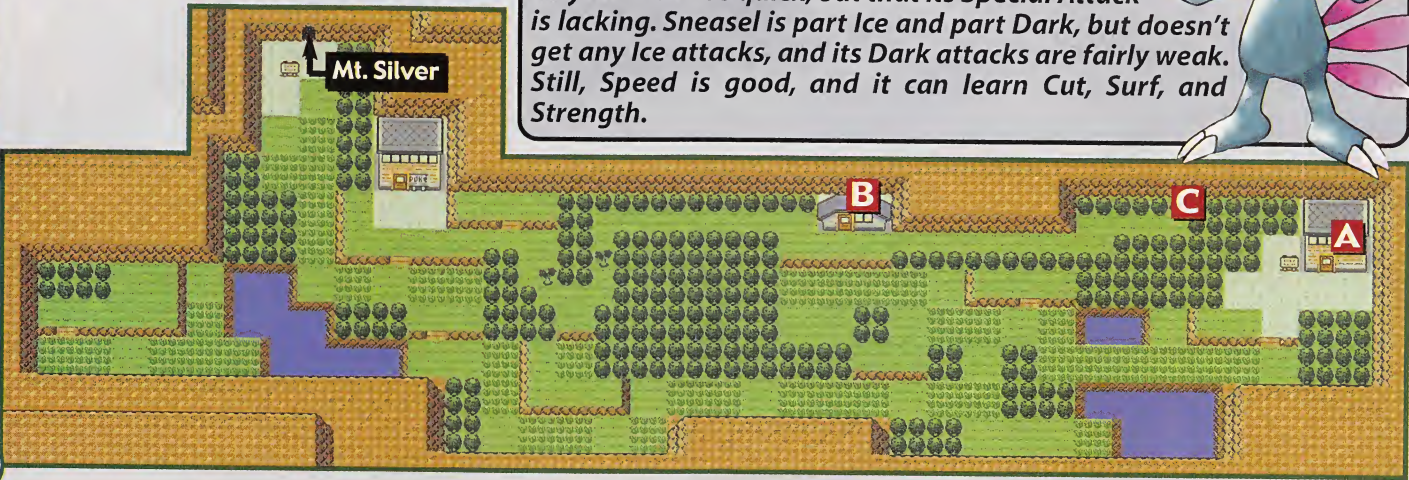
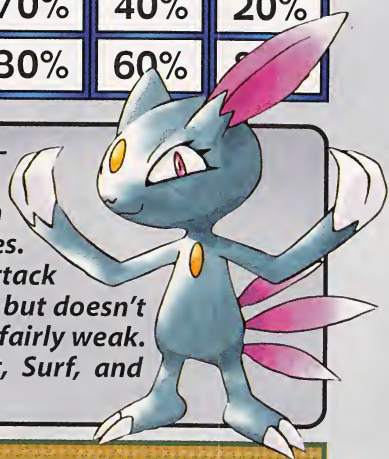
	Morning	Day	Night
Doduo	8%	8%	-
Dodrio	12%	12%	-
Ponyta	24%	24%	24%
Rapidash	16%	16%	16%
Tangela	24%	24%	28%
Donphan	16%	16%	24%
Sneasel	-	-	8%

Route 28
Fishing Chart

	Old Rod	Good Rod	Super Rod
Magikarp	70%	40%	20%
Poliwag	30%	60%	8%

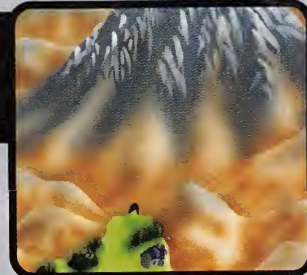
Sneasel

As this nocturnal creature is one of your Rival's favorite Pokémon, you've been on the wrong end of Sneasel's claws many times. So you know it's quick, but that its Special Attack is lacking. Sneasel is part Ice and part Dark, but doesn't get any Ice attacks, and its Dark attacks are fairly weak. Still, Speed is good, and it can learn Cut, Surf, and Strength.

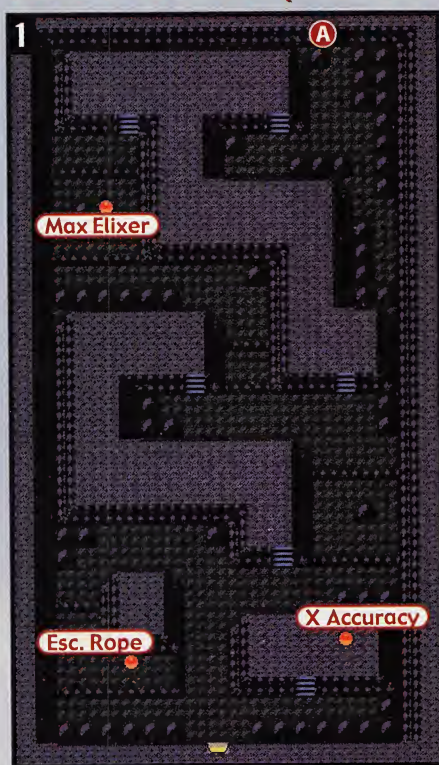


MT. SILVER

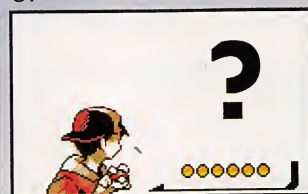
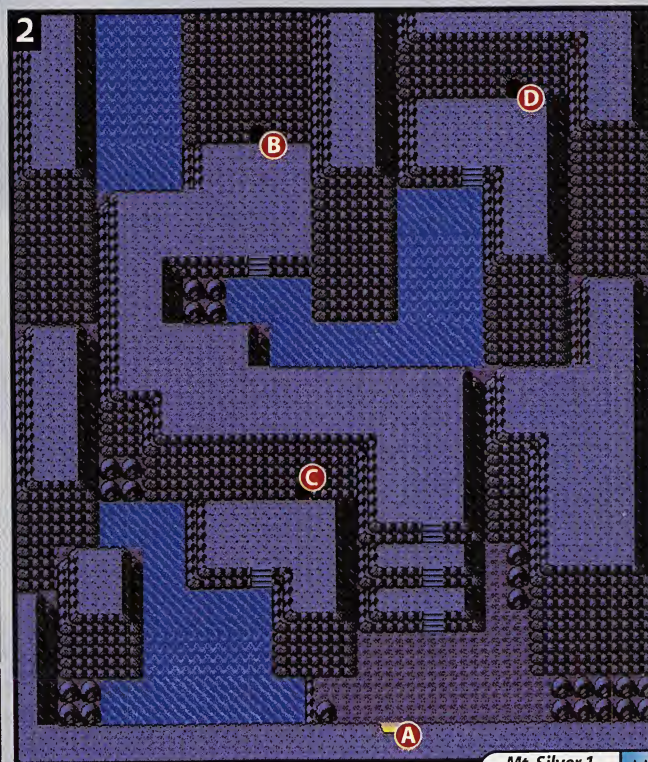
section
K-11



Rare Pokémon (and Mundane Items) in Mt. Silver

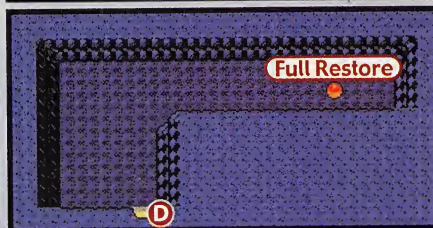


The items in this dungeon aren't great, but going after them gives you something to do while you hunt for the two new rare Pokémon here, both of



which are great Pokémon you won't want to miss. The new nocturnal Pokémon exists only in the second area (with the Waterfalls), so concentrate your search there.

Speaking of Waterfall, that's a move you'll need to get to the two items in rooms C and D, so bring a Pokémon that knows it along.

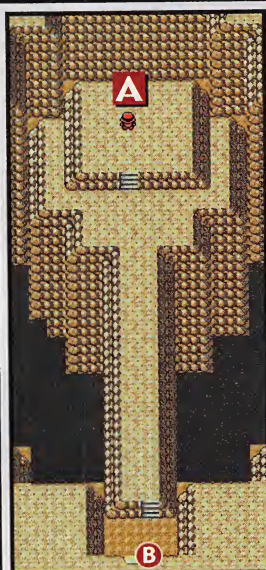


Mt. Silver 1 Both Versions		Morning	Day	Night
	Onix	28%	28%	28%
	Graveler	32%	32%	32%
	Golbat	8%	8%	8%
	???	12%	12%	12%
	???	20%	20%	20%
	Donphan*	20%	20%	20%

Mt. Silver 2 Both Versions		Morning	Day	Night
	Golduck	28%	28%	20%
	Quagsire	32%	32%	32%
	Golbat	8%	8%	8%
	???	12%	12%	12%
	???	-	-	12%
	???	20%	20%	16%
	Donphan*	20%	20%	26%

A Your Final Opponent

You'll need a good party with at least a few level 50+ Pokémon to stand a chance here. I love Houndour, since it beats Espeon and Venusaur and its type resistances allow it to stall against Espeon and Charizard while you can heal your wounded. Bring a Fighter for the surprise Snorlax (or a Ghost with Curse and at least one powerful non-Ghost attack), and your best Water and Electric Pokémon. Thunderhurling Pikachu may be his strongest Pokémon, so start with a Ground-type if you have a good one!



Pikachu
Level 81

Blastoise
Level 77

Espeon
Level 73

Snorlax
Level 75

Charizard
Level 77

Venusaur
Level 77

*Donphan appears in Silver only; ??? appears in Gold only

POKÉMON GS Q&A

How Can I Catch Raikou, Suicune, and Entei?

Catching Raikou, Entei, and Suicune can be a grueling ordeal. But once you've spotted each member of this trio of wandering Legendary Pokémon, there's a definite science to making them yours.



These Pokémon get around, but your Pokédex is keeping track.

Where Can I Find Them?

Once you've run into one of this trio on the field, you can select the "Area" command in its Pokédex entry to see its current location, which will always be one of the "Route" areas of Johto. Unfortunately, these three are constantly on the move, so when you get to its spot on the map, it will probably be long gone. The best way to hunt them is to stay where you are and let them come to you.



Electric-type Raikou



An example of a threshold: In the top picture, the character is on Route 31. In the bottom, he's on Route 30. Every time you cross that line, each beast moves to a new Route.



How Do I Do That?

Whenever you cross the threshold between areas (check your map to find the exact dividing line between two routes, or a route and a town), each Wandering Legendary Pokémon moves one route in a random direction. Fly to a central location, like Violet City, and check to see if any of the Legends are two routes away from you in any direction. If you spot one just the right distance away, head in that direction in the hope that it moves towards you and you end up in the same area. If there are none in range, just Fly to Violet again to shuffle up their locations, and repeat until you manage to intercept one.



Water-type Suicune

Then What?

Use a Repel (you'll want to buy a few dozen before you begin), then wander the grassy areas with a starting Pokémon that's under level 40 (but higher level than the wild Pokémon in that area). This will prevent all Pokémon encounters except for the Legendary Pokémon. If you don't use a Repel, your odds of meeting the Legendary Pokémon are still fairly slim, and they may move on before you get to fight.

How Can I Keep Them From Running Away?

Use Sleep. Moves like Mean Look are tempting, but all three know the "Roar" technique and will use it to end the fights if you try a trick like that. You have only one shot at it, so make sure your starter knows a good Sleep technique. But there's always a good chance that the Legendary Pokémon will run before you can even use your sleep move. You'll just have to fly back and try again (over and over and over again - try not to get discouraged).

When you do get them asleep, start whittling down their health. Techniques like Night Shade and False Swipe are useful, since there's no chance you'll get a critical hit and accidentally K.O. your prey. But if you do overdo it, you'll want to reset the game. Like all Legendary Pokémon, these three disappear for good if



Fire-type Entei



Use Hypnosis or a similar move to put it to sleep, whittle its health down with safe moves like Night Shade, and then use that Speed Ball.

they're Knocked Out.

If it runs away before you can catch it (and this will happen several times), don't worry: The damage you've already done will not heal before you fight it again.

What Balls Should I Use?

You might as well use the Master Ball on one of them (after all, Lugia and Ho-oh aren't going anywhere), which saves you the trouble of doing the whole Sleep/damage thing. For the others, don't even try to use a ball until they have only a sliver of health and are sound asleep. Then try Speed Balls, Heavy Balls, and Friendship Balls. The odds of catching one with a Hyper Ball are pretty much nil.



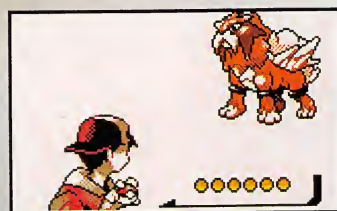
Of course, none of this is possible until you free Raikou, Suicune and Entei from Ecruteak's Burned Tower.

What if I Haven't Even Seen Them Yet?

If you did the event at Ecruteak City but never ran into one or more of them afterwards, you'll have to wander the fields until you do. Use Repels to prevent other Pokémon encounters, and you'll run into them eventually. If you're only missing one, it's likely to pop up while you hunt for the other two.

Are They Worth It?

Using all the tips outlined above, it took me about four hours to catch all three Legendary Pokémon. As Legendary Pokémon, it's a little disappointing that they don't learn their type's most powerful technique until level 71. But they each learn a solid attack at level 41 (and Entei learns the excellent Flamethrower at level 51). And while their stats are roughly in line with the three Legendary Birds from Red/Blue/Yellow, they're more useful in competitive play, since their lack of flying makes them far less vulnerable to widely-used Lightning Pokémon. They're probably the best Pokémon of their types, but only at extremely high levels.



How Can I Get Both New Eevee Evolutions?



There's no Mewtwo in Gold/Silver, but Espeon is the next best thing. It has good HP, Speed, and Special Defense, and a phenomenal Special Attack. It learns Psybeam at level 36 and Psychic at level 47, but its most valuable technique might be Bite, which Eevee learns at level 30. With a Dark-type technique, Espeon can beat any other Psychic.

than you'd think. Bill gives you your first Eevee after you meet him in Ecruteak (see page 42), and that's all you need to breed up a small army of them. You can get another Eevee at the Celadon Game Corner, or breed it with your Eevee from Red/Blue/Yellow. It doesn't matter whether or not either Eevee has evolved; if you breed two Jolteon, the egg will hatch into an Eevee, not another Jolteon.

If your Eevee don't like each other (it happens), or are the same gender, you can always try a Ditto. If they don't like each other, you can use any similar Pokémon of the opposite gender. A good rule of thumb is that most Pokémon who share the same icon (that's Eevee's icon on the left) can breed. I got an Eevee from breeding my Espeon with a Cyndaquil!

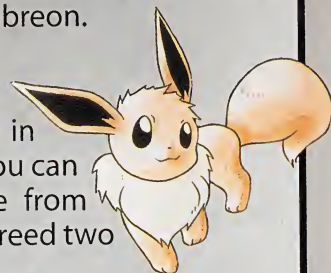


In Gold and Silver it's easier than ever to put together a team of all six Eevee evolutions. And with the addition of Espeon and Umbreon, that team will be quite powerful.

There are two new evolutions for Eevee in Gold and Silver: Espeon and Umbreon. Both evolve based on mood, so you'll need to pamper your Eevee for a long time to get either (see page 11). When your Eevee is in the best taming possible, it will evolve the next time it goes up a level. If this happens during the morning or day, you'll get an Espeon. If it happens at night, you'll get an Umbreon.

Can I Get More Eevee?

You can, and it's a lot easier



Umbreon

Umbreon is the game's only pure Dark-type Pokémon. It's a useful type, but Umbreon doesn't learn many Dark-type attacks... Only Faint Attack at level 36. But healing move Moonlight (at level 52) is cool, and Umbreon has really good Defense and Special Defense scores.



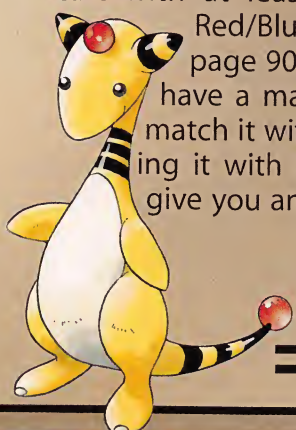
Where Can I Get a Pichu?

Pichu, the baby form of Pikachu, is one of the most anxiously awaited Pokémon in Gold and Silver. But, like most baby Pokémon, getting one can be a lot of work.

You'll need to start with at least one Pikachu. Either import one from Red/Blue/Yellow, or catch a new one on Route 2 (see page 90). Then take it to the Day Care Center. If you have a male/female pair, great! If not, you'll need to match it with a similar Pokémon (I've had success breeding it with Ampharos and Jolteon, although Jolteon may give you an Eevee). If you're lucky, you'll get an Egg that will eventually hatch into an adorable level 5 Pichu! If you take very good care of it, Pichu will evolve into a Pikachu (based on taming), and can learn a few moves Pikachu couldn't otherwise learn (Lovely Kiss, for example).



+



=



What Other Baby Pokémon Are There?

There are eight new baby Pokémon. You can get two of them (Togepi and the already-hatched Tyrogue) from storyline events, but breeding is the only way to get the other six. They're listed with their parents here (except for Pichu, shown above), but remember that you can usually use a Ditto or a different Pokémon with a similar type or similar icon to replace one of the parents. In fact, this will be necessary for some of them, since Jynx is always female and Hitmonlee, Hitmonchan, and Hitmontop are always male.

All of these Pokémon can evolve into their parent forms (many of them do it based on mood), and those Pokémon will be stronger for the experience. Going through the egg stage of evolution is also the only way for them to learn certain moves, like Psychic for Jynx.

One more thing: Baby Pokémon can't breed! If you want more, you'll have to breed the parents again, or wait until the babies evolve.



Parent:
Jynx

New Pokémon:
Smoochum



Parent:
Clefairy/Clefable

New Pokémon:
Cleffa



Parent:
Electabuzz

New Pokémon:
Elekid



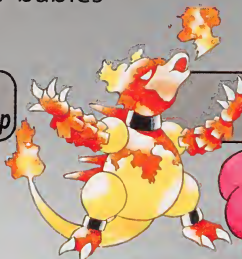
Parent:
Jigglypuff/Wigglytuff

New Pokémon:
Igglybuff



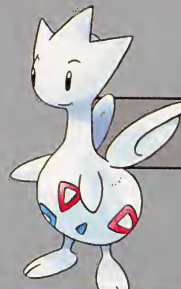
Parent:
Hitmonchan/Hitmonlee/Hitmontop

New Pokémon:
Tyrogue



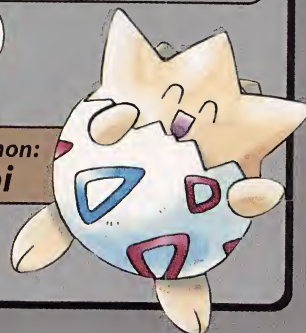
Parent:
Magmar

New Pokémon:
Magby



Parent:
Togetic

New Pokémon:
Togepi



Where Are All of the Evolution Stones?



This man on Route 24/25 has the only Thunder, Fire, Water, and Leaf Stones you can get in the game.

That's a good question. Evolution Stones are far rarer in Gold and Silver than they were in Red/Blue/Yellow, and there are nowhere near enough to evolve every Pokémon that needs them (see page 10-11 for the list). You can either import most of the evolved forms from Red/Blue/Yellow, or try to get really lucky with a Mystery Gift. Here's the breakdown:

Sun Stone: You'll get this new stone every time you win the Bug-Catching Contest (see page 40).

Moon Stone: These are still fairly common. You can find them in game areas like Route 26's Toho Falls (see page 72), and you can get one every time you go to Mt. Moon on a Monday night.

Fire/Thunder/Water/Leaf Stones: There are only two ways to get these stones. One is to visit the old man who's house-sitting for Bill on Route 25 (see page 84). Bring him the Pokémon he wants, and he'll give you a Stone each time you get it right. After the fifth time, you'll have a full set (the first stone is an Everstone).

The only other way is as a random item from Mystery Gift (see page 8). The Stones are rare, but there's no limit to the amount you can get. Since they're random, you won't always get the kind you want, but you can always trade them with friends (by having Pokémon hold the Stones and then trading the Pokémon).



The only other way to get Thunder/Fire/Water/Leaf Stones is through the Mystery Gift option.

Where Do I Catch the Pokémon Exclusive to My Version?

Exclusive Silver Pokémon



#165 Ledyba

Ledyba is found on Routes 30, 31, 37, and 2. Ledian is found only on Route 2.



#166 Ledian



#231 Phanpy

Base form Phanpy is found only on Route 45. Donphan can be found on Mt. Silver, Victory Road, and Route 28.



#232 Donphan



#225 Delibird

Delibird is found only in the Ice Path. Skarmory is found only on Route 45.



#227 Skarmory

Silver hosts Ledyba (which evolves into Ledian at level 18), Phanpy (which evolves into Donphan at level 25), Delibird and Skarmory. Gold is home to Spinarak (which evolves into Ariados at level 22), Teddiursa (which evolves into Ursaring at level 30), Gligar and Mantine.

Also note that there are a few old Pokémon exclusive to each version: Vulpix and Meowth (and evolved forms Ninetales and Persian) only appear in the Silver version, while Growlithe and Mankey (and evolved forms Arcanine and Primeape) only appear in Gold. Of course, they can also be imported from Red/Blue/Yellow.

Exclusive Gold Pokémon



#167 Spinarak

Spinarak is found on Routes 30, 31, 37, and 2. Ariados is found only on Route 2.

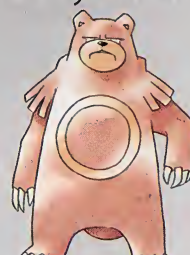


#168 Ariados



#216 Teddiursa

Base form Teddiursa is found only on Route 45. Ursaring can be found on Mt. Silver, Victory Road, and Route 28.



#217 Ursaring



#207 Gligar

Gligar is found only on Route 45. Mantine is found only on Route 41.



#226 Mantine

Where are Aipom, Heracross, and Pineco?

Forest Area Pokémon:



Both Versions:



Exeggcute



Route 42 is your first opportunity to catch Mountain Area Pokémon.

the game, starting with Route 42 (page 54), have trees with different Pokémon, including Aipom and Heracross.

These three Pokémon only live in trees. If you've missed them, go to page 31 and read up on the art of using Headbutt, the move that can knock them out of their nests.

If you've found Pineco but not the other two, you may have missed the point at which the environment changed. The mountain areas that appear late in

Mountain Area Pokémon: Both Versions:

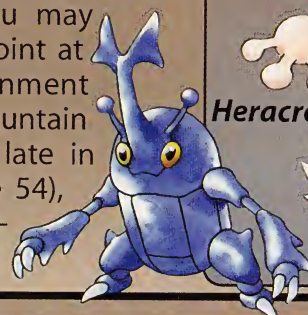
Aipom



Heracross



Spearow



Where Can I Catch Yanma, Remoraid, Qwilfish, etc.?

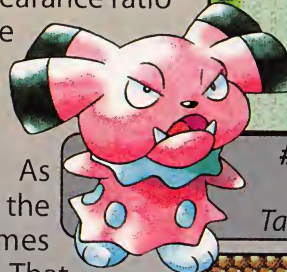
You've probably seen Marill, Snubbull, Remoraid, and Qwilfish in the rosters of junior trainers you've faced, but never in the wild. That's because their rates of appearance are so incredibly low that we had to round up to get them to an even 1% in our appearance ratio charts. Two more Pokémon (Dunsparce and Yanma) don't appear in trainer rosters, but follow this same pattern.



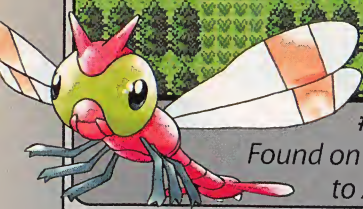
#206 Dunsparce
Found in Dark Cave.
Talk to Anthony on Route 33

How do you catch them? As you've probably noticed in the walk-through, we sometimes

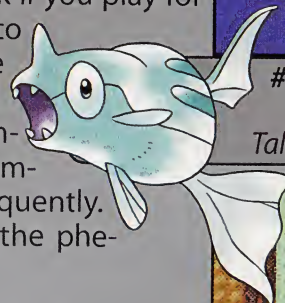
refer to them as Pokémon that "swarm." That means that every now and then, these super-rare Pokémon will become relatively common (appearing 1 in ever 4 or 5 fights) in the one area where they live. To find out about these events, you'll need to defeat certain trainers and trade phone numbers with them. Every now and then (about once a week if you play for a couple of hours per day) they'll call to tell you about a swarm. The swarms won't occur if you haven't traded phone numbers, so you can't simply stumble upon a swarm by checking back frequently. See page 10 for more information on the phenomenon of swarms. Happy hunting!



#209 Snubbull
Found on Route 38.
Talk to Chad on Route 38



#193 Yanma
Found on Route 35. Talk to Arnie in Route 35.



#223 Remoraid
Found on Route 44.
Talk to Wilton on Route 44.



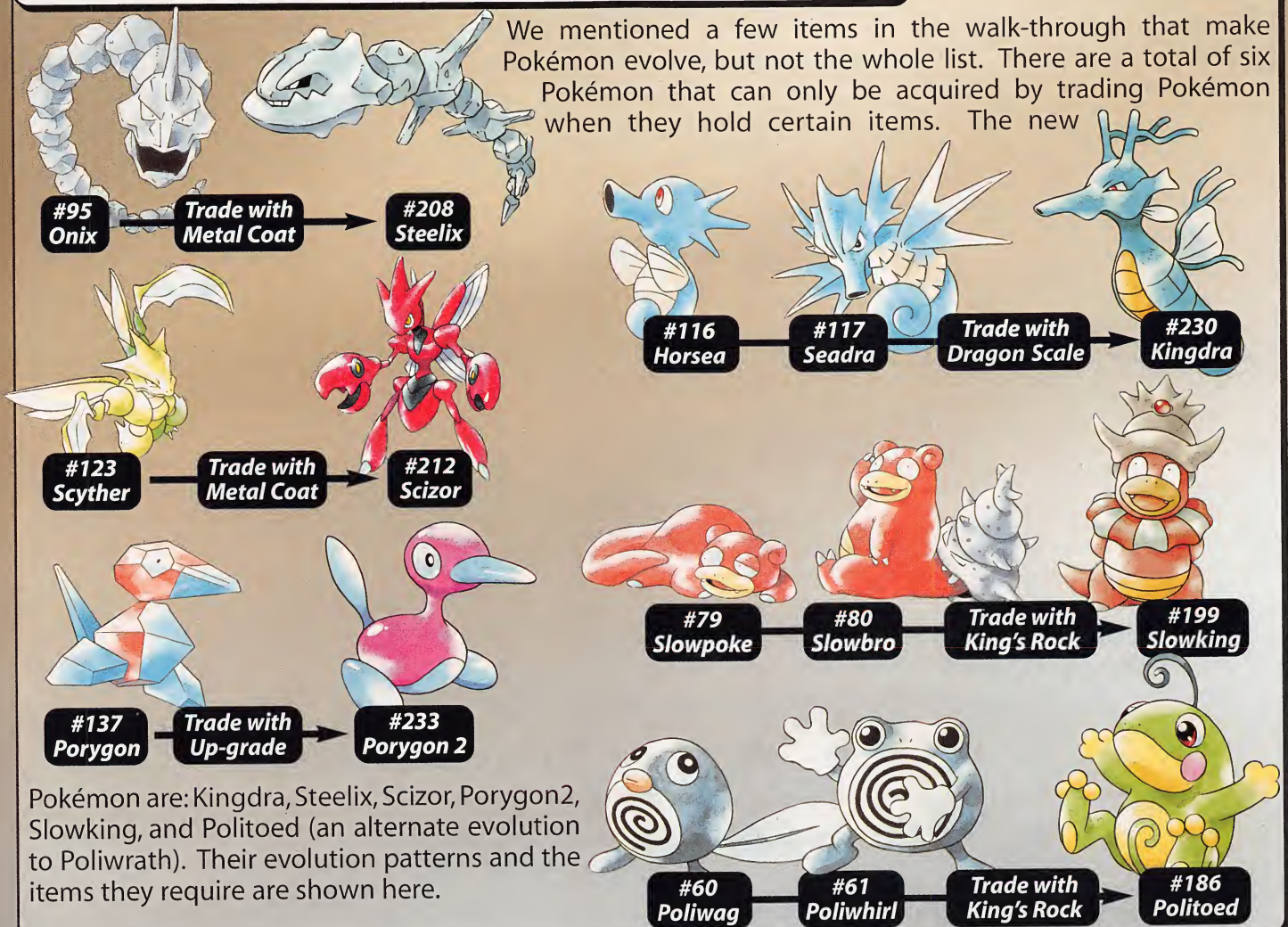
#211 Qwilfish
Found on Route 32.
Talk to Ralph on Route 32.



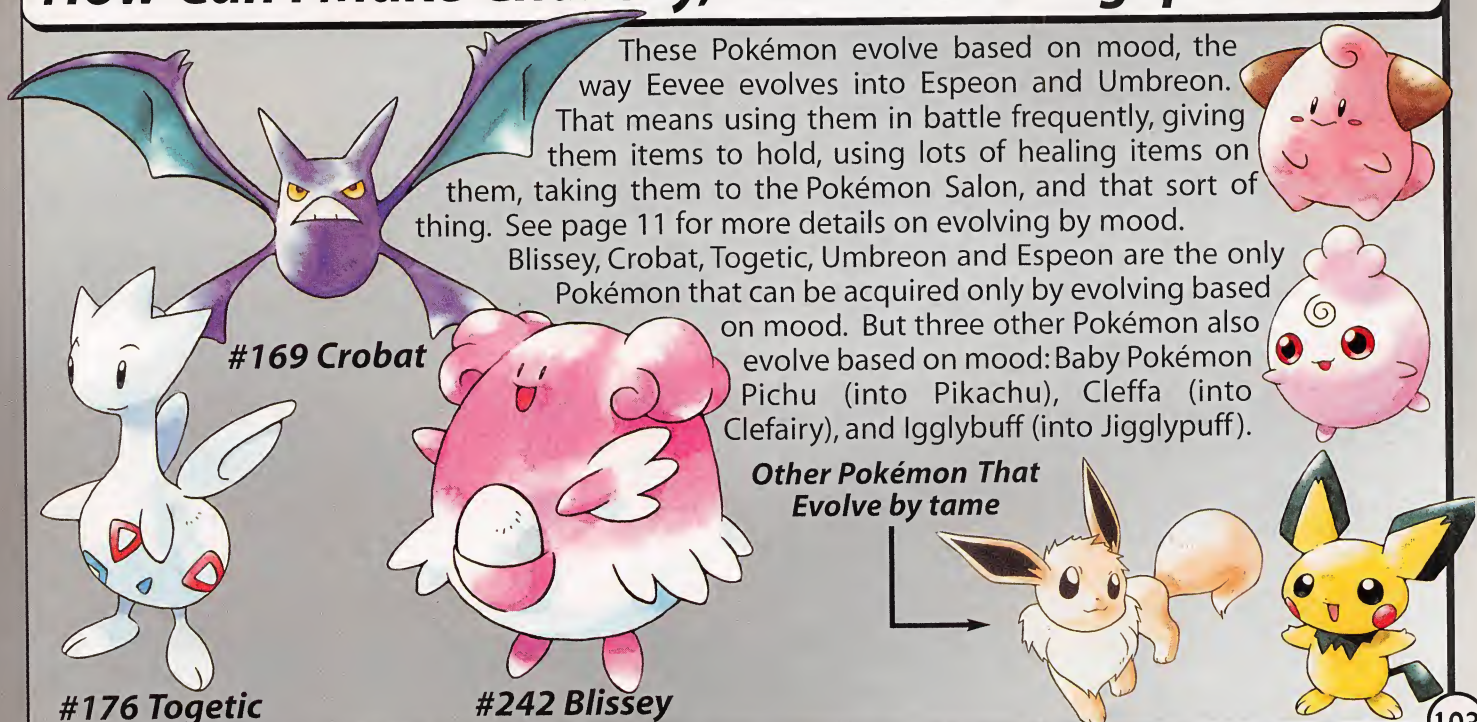
#183 Marill
Found on Mt. Mortar.
Talk to Parry on Route 45.

Which Pokémon Evolve with Items?

We mentioned a few items in the walk-through that make Pokémon evolve, but not the whole list. There are a total of six Pokémon that can only be acquired by trading Pokémon when they hold certain items. The new



How Can I Make Chansey, Golbat and Togepi Evolve?



How Does Tyrogue Evolve?

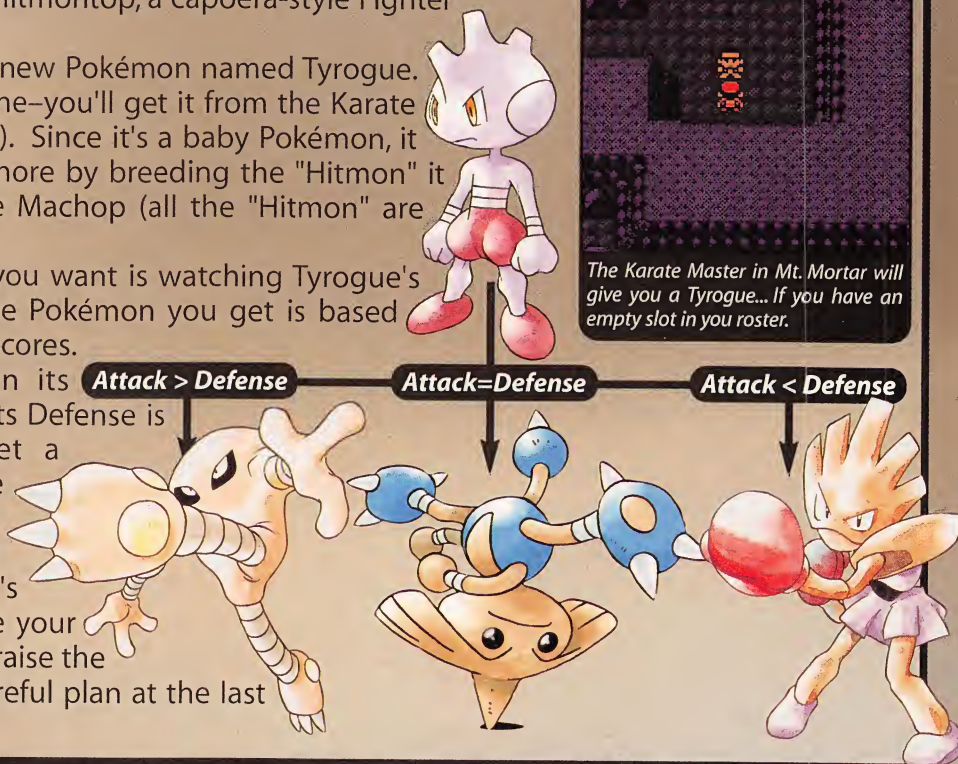
The new "Hitmon" in Gold/Silver is Hitmontop, a capoeira-style Fighter that can be a little tricky to get.

All three "Hitmon" evolve from a new Pokémon named Tyrogue. There's only one Tyrogue in the game—you'll get it from the Karate Master in Mt. Mortar (see pgs 66-67). Since it's a baby Pokémon, it can't breed itself, but you can get more by breeding the "Hitmon" it evolves into with a Ditto or female Machop (all the "Hitmon" are always male).

The trick to getting the Hitmon you want is watching Tyrogue's stats. It evolves at level 20, and the Pokémon you get is based entirely on its Attack and Defense scores.

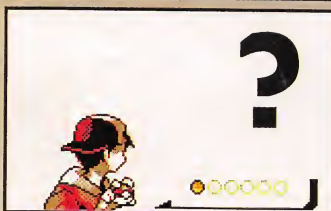
If Tyrogue's Attack is higher than its Defense, you'll get a Hitmonlee. If its Defense is higher than its Attack, you'll get a Hitmonchan. Only when they're equal will you get Hitmontop.

If you want one in particular, use Iron or Protein to tweak Tyrogue's stats when it's at level 19. But save your game first—its boost to level 20 may raise the stats unequally, messing up your careful plan at the last minute.



The Karate Master in Mt. Mortar will give you a Tyrogue... If you have an empty slot in your roster.

How Come I'm Still Missing Some Pokémon?



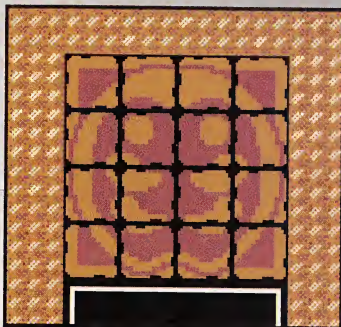
Even if you've imported all of the missing Pokémon from Red/Blue/Yellow, traded diligently with friends who have versions you don't, and have followed this guide to capture and evolve all the Pokémon we highlight, you'll still be a few Pokémon short. But you can always experiment yourself... They're not so hard to find.

Remember: These Pokémon Can't Be Caught in Gold or Silver

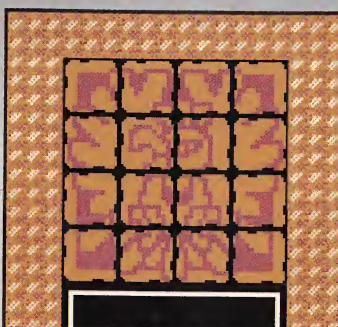


What Are the Answers to the Ruins of Alph Puzzles?

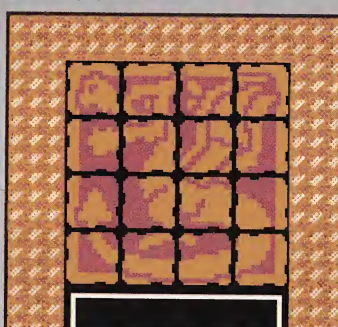
Here they are: The solutions to all four Ruins of Alph sliding puzzles!



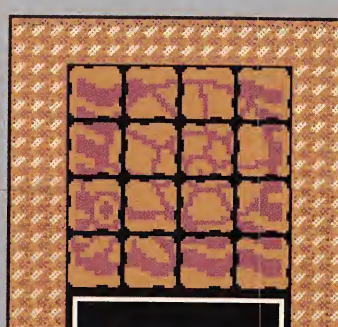
Kabuto



Ho-oh



Charizard



Omanyte

Why Do Wild Pokémon Sometimes Have Items?

Wild Pokémon With Exclusive Items



No one knows where they get them, but some wild Pokémon have nifty items of their own, and you can get the item yourself if you capture them. You can also get the item by using the Thief move (TM 46) when you face them in battle.

Some of these items are harder to get than others. For example, **Snorlax** always comes with its Leftovers, but it's pretty rare that you'll find a **Chansey**, **Farfetch'd**, or **Marowak** with its item. That's a shame, 'cause all three come with great items. Chansey's Egg gets you more experience at the end of battle, Farfetch'd's stick raises the odds of getting a Critical Hit (for Farfetch'd Only) and Marowak's Thick Bone doubles its Attack power.

Wild **Sneasel** may have a Quick Claw, **Ho-oh** comes with Sacred Ash, a one-use item that completely heals all your Pokémon. **Doduo** and **Dodrio** may have the Razor Talon that powers up Flying-type Attacks. On Route 2, Gold players will find **Butterfree** and Silver players will find **Beedrill**, each possibly carrying an item that powers up Bug or Poison type attacks, respectively.

You can get another Dragon Scale by catching a wild **Horsea**, **Seadra**, **Dratini** or **Dragonair**, and another King's Rock from a wild **Slowbro**, **Slowpoke**, or **Poliwhirl**. And **Magnemite** sometimes comes with a Metal Coat.

We only listed the most exciting items here, but many other Pokémon come with various Berries or items (like Nuggets) that can be resold for large amounts of money.

How Did My Red/Blue/Yellow Pokémon Get an Item!?

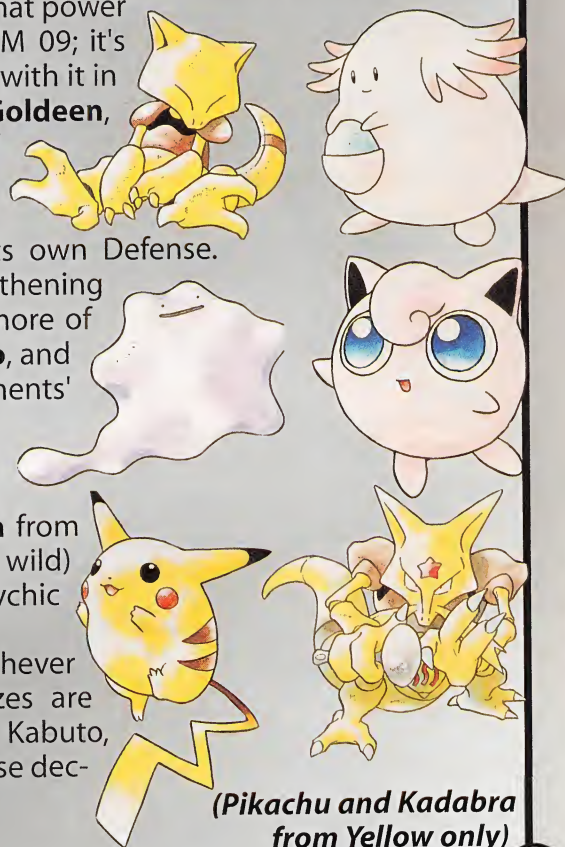
It's not only wild Pokémon; Imported Pokémon sometimes come with their own items, too. Once again, you'll get a lot of Berries and items that can only be resold. But you can also get some exclusive new items, and items that power up that particular Pokémon. This is also the only way to get TM 09; it's nowhere in Gold/Silver, but a Red/Blue/Yellow **Abra** might end up with it in its possession. You can get a few other TM's this way, too. **Krabby**, **Goldeen**, **Horsea** and **Staryu** may have TM 33 (Ice Punch), and **Nidoran** of either gender may have TM 43.

Chansey may come with the Lucky Punch that powers up its attacks, and **Ditto** may come with Metal Powder that raises its own Defense. **Jigglypuff** might come with a Ribbon that's better at strengthening Normal Attacks than the Pink Ribbon, and a **Snorlax** may have more of those Leftovers (**Clefairy** might too). **Mewtwo**, **Zapdos**, **Articuno**, and **Moltres** may come with an equippable item that lowers opponents' Accuracy.

A few items can only come from the Yellow version: If you import the **Pikachu** Oak gave you in Yellow, it will come with an item that doubles its Special Attack power! And a wild **Kadabra** from Yellow (that's the only version in which they can be caught in the wild) may come with the trademark Bent Spoon that powers up Psychic attacks.

If you beat **Pokémon Stadium**, make sure to import whichever Pokémon you won as prizes in that game (the possible prizes are Bulbasaur, Charmander, Squirtle, Eevee, Hitmonlee, Hitmonchan, Kabuto, Omanyte, and the Amnesia Psyduck). They'll come with cool surprise decorations for your room.

Imported Pokémon With Exclusive Items



(Pikachu and Kadabra from Yellow only)

APPENDIX A: TECHNIQUES

Name of Technique New/Changed Tag	TM Number (If applicable)	Technique's Type Color-coded for convenience!	Technique's Power Interacts with Attack or Sp. Attack to determine damage	Base Accuracy Percentage score (modified by opponent's Evasion)	Description of Technique Lists special properties in addition to damage
Gold/Silver has nearly 100 new moves, and many old moves have been changed. We note those changes, when possible, here. For example: New Type					
Ancient Power	TM -	Rock	POW. 60	ACC. 100	PP 5
New! Added Effect: Raises all abilities (10% success)					

Absorb	TM -	Grass	POW. 20	ACC. 100	PP 20
Refills HP by half of damage dealt to opponent					

Acid	TM -	Poison	POW. 40	ACC. 100	PP 30
Added Effect: Reduces opponent's Defense (10% success)					

Acid Armor	TM -	Poison	POW. -	ACC. -	PP 40
Greatly raises user's Defense					

Aeroblast	TM -	Flying	POW. 100	ACC. 95	PP 5
New! Likely to become a critical hit					

Agility	TM -	Psychic	POW. -	ACC. -	PP 30
Greatly raises user's Speed					

Amnesia	TM -	Psychic	POW. -	ACC. -	PP 20
Changed Greatly raises user's Special Defense					

Ancient Power	TM -	Rock	POW. 60	ACC. 100	PP 5
New! Added Effect: raises all user's abilities (10% success)					

Attract	TM 45	Normal	POW. -	ACC. 100	PP 10
New! Prevents opp. sex opponent from attacking (50% success)					

Aurora Beam	TM -	Ice	POW. 65	ACC. 100	PP 20
Added Effect: Reduces opponent's Attack (10% success)					

Barrage	TM -	Normal	POW. 15	ACC. 85	PP 20
Attacks 2-5 times in one turn					

Barrier	TM -	Psychic	POW. -	ACC. -	PP 30
Greatly raises user's Defense					

Baton Pass	TM -	Normal	POW. -	ACC. -	PP 40
New! Swaps Pokémon: New Pokémon gains any beneficial effects					

Beat Up	TM -	Dark	POW. 10	ACC. 100	PP 10
New! Attack's Power is +10 for each healthy Pokémon on team					

Belly Drum	TM -	Normal	POW. -	ACC. -	PP 10
New! Raises Attack to MAX, but loses half of MAX HP					

Bide	TM -	Normal	POW. -	ACC. 100	PP 10
Deals damage = 2X opponent's attacks after 2-3 turns					

Bind	TM -	Normal	POW. 15	ACC. 75	PP 20
Changed Traps and attacks opponent continuously for 2-5 turns					

Bite	TM -	Dark	POW. 60	ACC. 100	PP 25
New Type Added Effect: Opponent Flinches (30% success)					

Blizzard	TM 14	Ice	POW. 120	ACC. 70	PP 5
Added Effect: Freezes opponent (10% success)					

Body Slam	TM -	Normal	POW. 85	ACC. 100	PP 15
Added Effect: Paralyzes opponent (30% success)					

Bone Club	TM -	Ground	POW. 65	ACC. 85	PP 20
Added Effect: Opponent Flinches (10% success)					

Bone Rush	TM -	Ground	POW. 25	ACC. 80	PP 10
New! Attacks 2-5 times in one turn					

Bonemerang	TM -	Ground	POW. 50	ACC. 90	PP 10
Attacks twice in one turn					

Bubble	TM -	Water	POW. 20	ACC. 100	PP 30
Added Effect: Reduces opponent's Speed (10% success)					

Bubblebeam	TM -	Water	POW. 65	ACC. 100	PP 20
Added Effect: Reduces opponent's Speed (10% success)					

Charm	TM -	Normal	POW. -	ACC. 100	PP 20
New! Greatly reduces opponent's Attack					

Clamp	TM -	Water	POW. 35	ACC. 75	PP 10
Changed Traps and attacks opponent continuously for 2-5 turns					

Comet Punch	TM -	Normal	POW. 18	ACC. 85	PP 15
Attacks 2-5 times in one turn					

Confuse Ray	TM -	Ghost	POW. -	ACC. 100	PP 10
Confuses opponent					

Confusion	TM -	Psychic	POW. 50	ACC. 100	PP 25
Added Effect: Confuses opponent (10% success)					

Constrict	TM -	Normal	POW. 10	ACC. 100	PP 35
Added Effect: Reduces opponent's Speed (10% success)					

TECHNIQUES: Conversion - Fissure

Conversion	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	30
Changed Changes own type to that of one of user's moves					
Cotton Spore	TM	TYPE	POW.	ACC.	PP
	-	Grass	-	85	40
New! Greatly reduces opponent's Speed					
Counter	TM	TYPE	POW.	ACC.	PP
	-	Fighting	-	100	20
Attacks 2nd, deals 2X non-Special damage just received					
Crabhammer	TM	TYPE	POW.	ACC.	PP
	-	Water	90	85	10
Likely to become a critical hit					
Cross Chop	TM	TYPE	POW.	ACC.	PP
	-	Fighting	100	80	5
New! Likely to become a critical hit					
Crunch	TM	TYPE	POW.	ACC.	PP
	-	Dark	80	100	15
New! Added Effect: Reduces Special Defense (20% success)					
Curse	TM	TYPE	POW.	ACC.	PP
	3	???	-	-	10
New! If used by Ghost, cuts own HP by 1/2, hurts opponent each turn					
Cut	HM	TYPE	POW.	ACC.	PP
	1	Normal	50	95	30
Field: Cuts small trees					
Defense Curl	TM	TYPE	POW.	ACC.	PP
	40	Normal	-	-	40
Raises Defense					
Destiny Bond	TM	TYPE	POW.	ACC.	PP
	-	Ghost	-	-	5
New! If user Faints, opponent Faints too					
Detect	TM	TYPE	POW.	ACC.	PP
	43	Fighting	-	-	5
New! Protects from any attack. If used again, success % decreases					
Dig	TM	TYPE	POW.	ACC.	PP
	28	Ground	60	100	10
Weakened Attacks on 2nd turn/Field: Escapes from caves					
Disable	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	55	20
Changed Disable opponent's last used move for a few turns					
Dizzy Punch	TM	TYPE	POW.	ACC.	PP
	-	Normal	70	100	10
Added Effect: Confuses opponent (20% success)					
Double-Edge	TM	TYPE	POW.	ACC.	PP
	-	Normal	120	100	15
Powered Up 1/4 of damage dealt is also dealt to user					
Double Kick	TM	TYPE	POW.	ACC.	PP
	-	Fighting	30	100	30
Attacks twice in one turn					
Doubleslap	TM	TYPE	POW.	ACC.	PP
	-	Normal	15	85	10
Attacks 2-5 times in one turn					
Double Team	TM	TYPE	POW.	ACC.	POW.
	32	Normal	-	-	15
Raises user's Evasion					

Dragon Rage	TM	TYPE	POW.	ACC.	PP
	-	Dragon	-	100	10
Deals 40 damage, regardless of Type and Defense					
Dragonbreath	TM	TYPE	POW.	ACC.	PP
	24	Dragon	60	100	20
New! Added Effect: Paralyzes opponent (30% success)					
Dream Eater	TM	TYPE	POW.	ACC.	PP
	42	Psychic	100	100	15
Only hits Sleeping opponents. Gain HP equal to 1/2 damage dealt					
Drill Peck	TM	TYPE	POW.	ACC.	POW.
	-	Flying	80	100	20
No special properties					
Dynamicpunch	TM	TYPE	POW.	ACC.	PP
	1	Fighting	100	50	5
New! Whenever it hits, Confuses opponent					
Earthquake	TM	TYPE	POW.	ACC.	PP
	26	Ground	100	100	10
No special properties					
Egg Bomb	TM	TYPE	POW.	ACC.	PP
	-	Normal	100	75	10
No special properties					
Ember	TM	TYPE	POW.	ACC.	PP
	-	Fire	40	100	25
Added Effect: Burns opponent (10% success)					
Encore	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	100	5
New! Opponent must repeat last attack 2-5 times					
Endure	TM	TYPE	POW.	ACC.	PP
	20	Normal	-	-	10
New! User survives with 1 HP. If used again, success % decreases					
Explosion	TM	TYPE	POW.	ACC.	PP
	-	Normal	250	100	5
After using this move, user Faints					
Extreme Speed	TM	TYPE	POW.	ACC.	PP
	-	Normal	80	100	5
New! Always attacks before opponent, regardless of Speed					
Faint Attack	TM	TYPE	POW.	ACC.	PP
	-	Dark	60	-	20
New! Always hits (even during opponent's Dig, Fly, etc.)					
False Swipe	TM	TYPE	POW.	ACC.	PP
	-	Normal	40	100	40
New! Always leaves opponent with at least 1 HP					
Fire Blast	TM	TYPE	POW.	ACC.	PP
	38	Fire	120	85	5
Added Effect: Burns opponent (10% success)					
Fire Punch	TM	TYPE	POW.	ACC.	PP
	48	Fire	75	100	15
Added Effect: Burns opponent (10% success)					
Fire Spin	TM	TYPE	POW.	ACC.	PP
	-	Fire	15	70	15
Changed Traps and attacks opponent continuously for 2-5 turns					
Fissure	TM	TYPE	POW.	ACC.	POW.
	-	Ground	-	30	5
If it hits, opponent Faints					

TECHNIQUES: Flail - Karate Chop

Flail	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	100	15

New! Gains Power based on how little HP user has

Flame Wheel	TM	TYPE	POW.	ACC.	PP
	-	Fire	60	100	25

New! Added Effect: Burns opponent (10% success). Cures Freeze

Flamethrower	TM	TYPE	POW.	ACC.	PP
	-	Fire	95	100	15

Added Effect: Burns opponent (10% success)

Flash	HM	TYPE	POW.	ACC.	PP
5		Normal	-	70	20

Reduces opponent's Accuracy/Field: Lights up caves

Fly	HM	TYPE	POW.	ACC.	PP
2		Flying	70	95	15

Attacks on 2nd turn/Field: Fly to areas you've already visited

Focus Energy	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	30

Next move will likely be a critical hit

Foresight	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	100	40

New! Normalizes oppt.'s Evasion/Normal-type attacks can hit Ghosts

Frustration	TM	TYPE	POW.	ACC.	PP
21		Normal	-	100	20

New! Gains Power based on how unhappy user is

Fury Attack	TM	TYPE	POW.	ACC.	PP
	-	Normal	15	85	20

Attacks 2-5 times in one turn

Fury Cutter	TM	TYPE	POW.	ACC.	PP
49		Bug	10	95	20

New! If used consecutively, Power doubles each turn until misses

Fury Swipes	TM	TYPE	POW.	ACC.	PP
	-	Normal	15	85	15

Attacks 2-5 times in one turn

Future Sight	TM	TYPE	POW.	ACC.	PP
	-	Psychic	80	90	15

New! Attacks opponent two turns later

Giga Drain	TM	TYPE	POW.	ACC.	PP
19		Grass	60	100	5

New! Refills HP by half of damage dealt to opponent

Glare	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	75	30

Paralyzes opponent

Growl	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	100	40

Reduces opponent's Attack

Growth	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	40

Raises user's Special Attack

Guillotine	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	30	5

If it hits, opponent Faints

Gust	TM	TYPE	POW.	ACC.	PP
	-	Flying	40	100	35

No special properties

Harden	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	30

Raises user's Defense

Haze	TM	TYPE	POW.	ACC.	PP
	-	Ice	-	-	30

Cures all status conditions of user and opponent

Headbutt	TM	TYPE	POW.	ACC.	PP
2		Normal	70	100	15

Added Effect: Oppt. Flinches (30%)/Field: Knock Pokémon from trees

Heal Bell	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	5

New! Heals all status conditions of all of your Pokémon

Hi Jump Kick	TM	TYPE	POW.	ACC.	PP
	-	Fighting	85	90	20

If misses, user receives 1/8 of damage attack would have dealt

Hidden Power	TM	TYPE	POW.	ACC.	PP
10		Normal	-	100	15

New! Type and Power changes depending on Pokémon using it

Horn Attack	TM	TYPE	POW.	ACC.	PP
	-	Normal	65	100	35

No special properties

Horn Drill	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	30	5

If it hits, opponent faints

Hydro Pump	TM	TYPE	POW.	ACC.	PP
	-	Water	120	80	5

No special properties

Hyper Beam	TM	TYPE	POW.	ACC.	PP
15		Normal	150	90	5

User can't do anything on turn after attack

Hyper Fang	TM	TYPE	POW.	ACC.	PP
	-	Normal	80	90	15

Added Effect: Opponent Flinches (10% success)

Hypnosis	TM	TYPE	POW.	ACC.	PP
	-	Psychic	-	60	20

Puts opponent to Sleep

Ice Beam	TM	TYPE	POW.	ACC.	PP
	-	Ice	95	100	10

Added Effect: Freezes opponent (10% success)

Ice Punch	TM	TYPE	POW.	ACC.	PP
33		Ice	75	100	15

Added Effect: Freezes opponent (10% success)

Icy Wind	TM	TYPE	POW.	ACC.	PP
16		Ice	55	95	15

New! Added Effect: Reduces opponent's Speed (10% success)

Iron Tail	TM	TYPE	POW.	ACC.	PP
23		Steel	100	75	15

New! Added Effect: Reduces opponent's Defense (30% success)

Jump Kick	TM	TYPE	POW.	ACC.	PP
	-	Fighting	70	95	25

If misses, user receives 1/8 of damage attack would have dealt

Karate Chop	TM	TYPE	POW.	ACC.	PP
	-	Fighting	50	100	25

Likely to become a critical hit

Kinesis	TM	TYPE	POW.	ACC.	PP
-	-	Psychic	-	80	15
Reduces opponent's Accuracy					
Leech Life	TM	TYPE	POW.	ACC.	PP
-	-	Bug	20	100	15
Refills HP by half of damage dealt to opponent					
Leech Seed	TM	TYPE	POW.	ACC.	PP
-	-	Grass	-	90	10
Steals a bit of HP from opponent every turn until battle ends					
Leer	TM	TYPE	POW.	ACC.	PP
-	-	Normal	-	100	30
Reduces opponent's Defense					
Lick	TM	TYPE	POW.	ACC.	PP
-	-	Ghost	20	100	30
Added Effect: Paralyzes opponent (30% success)					
Light Screen	TM	TYPE	POW.	ACC.	PP
-	-	Psychic	-	-	30
Reduces damage from opponent's Special attacks by 1/2 for 5 turns					
Lock-On	TM	TYPE	POW.	ACC.	PP
-	-	Normal	-	100	5
New! User's next attack will always hit					
Lovely Kiss	TM	TYPE	POW.	ACC.	PP
-	-	Normal	-	75	15
Puts opponent to Sleep					
Low Kick	TM	TYPE	POW.	ACC.	PP
-	-	Fighting	50	90	20
Added Effect: Opponent Flinches (30% success)					
Mach Punch	TM	TYPE	POW.	ACC.	PP
-	-	Fighting	40	100	30
New! Always attacks before opponent, regardless of Speed					
Magnitude	TM	TYPE	POW.	ACC.	PP
-	-	Ground	-	100	30
New! Power randomly changes (10, 30, 50, 70, 90, 110, 150)					
Mean Look	TM	TYPE	POW.	ACC.	PP
-	-	Normal	-	100	5
New! Opponent can't escape while user is in battle					
Meditate	TM	TYPE	POW.	ACC.	PP
-	-	Psychic	-	-	40
Raises user's Attack					
Mega Drain	TM	TYPE	POW.	ACC.	PP
-	-	Grass	40	100	10
Refills HP by half of damage dealt to opponent					
Mega Kick	TM	TYPE	POW.	ACC.	PP
-	-	Normal	120	75	5
No special properties					
Mega Punch	TM	TYPE	POW.	ACC.	PP
-	-	Normal	80	85	20
No special properties					
Megahorn	TM	TYPE	POW.	ACC.	PP
-	-	Bug	120	85	10
New! No special properties					
Metal Claw	TM	TYPE	POW.	ACC.	PP
-	-	Steel	50	95	35
New! Added Effect: Raises user's Attack (10% success)					

Metronome	TM	TYPE	POW.	ACC.	PP
-	-	Normal	-	-	10
Uses a randomly selected technique					
Milk Drink	TM	TYPE	POW.	ACC.	PP
-	-	Normal	-	-	10
New! Refills 1/2 of HP Max/Field. Shares 1/5 of own HP with team					
Mimic	TM	TYPE	POW.	ACC.	PP
-	-	Normal	-	100	10
Copies last attack opponent used till end of battle					
Mind Reader	TM	TYPE	POW.	ACC.	PP
-	-	Normal	-	100	5
New! User's next attack will always hit					
Minimize	TM	TYPE	POW.	ACC.	PP
-	-	Normal	-	-	20
Raises user's Evasion					
Mirror Coat	TM	TYPE	POW.	ACC.	PP
-	-	Psychic	-	100	20
New! Attacks 2nd. deals 2X Special damage just received					
Mirror Move	TM	TYPE	POW.	ACC.	PP
-	-	Flying	-	-	20
Hits opponent with last technique it hit you with					
Mist	TM	TYPE	POW.	ACC.	PP
-	-	Ice	-	-	30
Protects from all moves that lower Pokémon abilities					
Moonlight	TM	TYPE	POW.	ACC.	PP
-	-	Normal	-	-	5
New! Refills HP. Efficacy changes based on time of day					
Morning Sun	TM	TYPE	POW.	ACC.	PP
-	-	Normal	-	-	5
New! Refills HP. Efficacy changes based on time of day					
Mud Slap	TM	TYPE	POW.	ACC.	PP
31	-	Ground	20	100	10
New! Added Effect: Reduces opponent's Accuracy (10% success)					
Night Shade	TM	TYPE	POW.	ACC.	PP
-	-	Ghost	-	100	15
Deals damage equal to users level, regardless of Type and Defense					
Nightmare	TM	TYPE	POW.	ACC.	PP
50	-	Ghost	-	100	15
New! Use only while opponent sleeps. Deals damage every turn					
Octazooka	TM	TYPE	POW.	ACC.	PP
-	-	Water	65	85	10
New! Added Effect: Reduces opponent's Accuracy (50% success)					
Outrage	TM	TYPE	POW.	ACC.	PP
-	-	Dragon	90	100	15
New! Attacks 2-3 turns in a row, then user becomes Confused					
Pain Split	TM	TYPE	POW.	ACC.	PP
-	-	Normal	-	100	20
New! Combines user's and opponent's HP, and gives half to each					
Pay Day	TM	TYPE	POW.	ACC.	PP
-	-	Normal	40	100	20
You gain money equal to double user's level (per attack)					
Peck	TM	TYPE	POW.	ACC.	PP
-	-	Flying	35	100	35
No special properties					

TECHNIQUES: Perish Song - Sandstorm

Perish Song	TM -	TYPE Normal	POW. -	ACC. -	PP 5
(New!) Both Pokémon will Faint in 3 turns, unless either is switched					
Petal Dance	TM -	TYPE Grass	POW. 70	ACC. 100	PP 20
Attacks 2-3 turns in a row, then user becomes Confused					
Pin Missile	TM -	TYPE Bug	POW. 14	ACC. 85	PP 20
Attacks 2-5 times in one turn					
Poison Gas	TM -	TYPE Poison	POW. -	ACC. 55	PP 40
Opponent becomes Poisoned					
Poison Powder	TM -	TYPE Poison	POW. -	ACC. 75	PP 35
Opponent becomes Poisoned					
Poison Sting	TM -	TYPE Poison	POW. 15	ACC. 100	PP 35
Added Effect: Poisons opponent (30% success)					
Pound	TM -	TYPE Normal	POW. 40	ACC. 100	PP 35
No special properties					
Powder Snow	TM -	TYPE Ice	POW. 40	ACC. 100	PP 25
(New!) Added Effect: Freezes opponent (10% success)					
Present	TM -	TYPE Normal	POW. -	ACC. 90	PP 15
(New!) Randomly deals 40, 80, or 120 damage, or refills 80 HP					
Protect	TM 17	TYPE Normal	POW. -	ACC. -	PP 10
(New!) Protects from any attack. If used again, success % decreases					
Psybeam	TM -	TYPE Psychic	POW. 65	ACC. 100	PP 20
Added Effect: Confuses opponent (10% success)					
Psych Up	TM 9	TYPE Normal	POW. -	ACC. -	PP 10
(New!) Oppt.'s moves with beneficial effects also affect your Pokémon					
Psychic	TM 29	TYPE Psychic	POW. 90	ACC. 100	PP 10
Added Effect: Reduces opponent's Special Defense (10% success)					
Psywave	TM -	TYPE Psychic	POW. -	ACC. 80	PP 15
(Changed) Has random Power between 1 and 1.5 x user's level					
Pursuit	TM -	TYPE Dark	POW. 40	ACC. 100	PP 20
(New!) When oppt. changes Pokémon, it hits that Pokémon for 2X damage					
Quick Attack	TM -	TYPE Normal	POW. 40	ACC. 100	PP 30
Always hits before opponent, regardless of Speed					
Rage	TM -	TYPE Normal	POW. 20	ACC. 100	PP 20
If used continuously, Power grows as user is damaged					
Rain Dance	TM 18	TYPE Water	POW. -	ACC. -	PP 5
Raises Power of Water-type attacks for 5 turns					

Rapid Spin	TM -	TYPE Normal	POW. 20	ACC. 100	PP 40
(New!) Escapes from continuous moves like Bind and Leech Seed					
Razor Leaf	TM -	TYPE Grass	POW. 55	ACC. 95	PP 25
Likely to become a critical hit					
Razor Wind	TM -	TYPE Normal	POW. 80	ACC. 75	PP 10
(Changed) Likely to become a critical hit					
Recover	TM -	TYPE Normal	POW. -	ACC. -	PP 20
Refills 1/2 of Max HP					
Reflect	TM -	TYPE Psychic	POW. -	ACC. -	PP 20
Reduces damage from opponent's non-Special attacks by 1/2 for 5 turns					
Rest	TM 44	TYPE Psychic	POW. -	ACC. -	PP 10
Recovers HP completely, user Sleeps for next two turns					
Return	TM 27	TYPE Normal	POW. -	ACC. 100	PP 20
(New!) Gains Power based on how happy user is					
Reversal	TM -	TYPE Fighting	POW. -	ACC. 100	PP 15
(New!) Gains power based on how little HP user has					
Roar	TM 5	TYPE Normal	POW. -	ACC. 100	PP 20
(Changed) Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon					
Rock Slide	TM -	TYPE Rock	POW. 75	ACC. 90	PP 10
(New Effect) Added Effect: Opponent Flinches (30% success)					
Rock Smash	TM 8	TYPE Fighting	POW. 20	ACC. 100	PP 15
(New!) Added Effect: Reduces oppt.'s Defense/Field: Smash rocks					
Rock Throw	TM -	TYPE Rock	POW. 50	ACC. 90	PP 15
(Accuracy Up) No special properties					
Rolling Kick	TM -	TYPE Fighting	POW. 60	ACC. 85	PP 15
Added Effect: Opponent Flinches (30% success)					
Rollout	TM 4	TYPE Rock	POW. 30	ACC. 90	PP 20
(New!) Attacks for 5 turns, Power increases each turn until misses					
Sacred Fire	TM -	TYPE Fire	POW. 100	ACC. 95	PP 5
(New!) Added Effect: Burns opponent (50% success)					
Safeguard	TM -	TYPE Normal	POW. -	ACC. -	PP 25
(New!) Protects all Pokémon from status conditions for 5 turns					
Sand-Attack	TM -	TYPE Ground	POW. -	ACC. 100	PP 15
Reduces opponent's Accuracy					
Sandstorm	TM 37	TYPE Rock	POW. -	ACC. -	PP 10
(New!) Hurts both Pokémon each turn, except Rock, Steel, & Ground-types					

TECHNIQUES: Scary Face - Stun Spore

Scary Face	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	90	10
New! Greatly reduces opponent's Speed					
Scratch	TM	TYPE	POW.	ACC.	PP
	-	Normal	40	100	35
No special properties					
Screech	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	85	40
Greatly reduces opponent's Defense					
Seismic Toss	TM	TYPE	POW.	ACC.	PP
	-	Fighting	-	100	20
Deals damage equal to users level, regardless of Type and Defense					
Selfdestruct	TM	TYPE	POW.	ACC.	PP
	-	Normal	200	100	5
After using this move, user Faints					
Shadow Ball	TM	TYPE	POW.	ACC.	PP
	30	Ghost	80	100	5
New! Added Effect: Reduces oppt.'s Special Defense (20% success)					
Sharpen	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	30
Raises user's Attack					
Sing	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	55	15
Puts opponent to Sleep					
Sketch	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	1
New! Permanently copies the last technique used by oppt.					
Skull Bash	TM	TYPE	POW.	ACC.	PP
	-	Normal	100	100	15
New Effect 2nd turn attack, also raises users Defense					
Sky Attack	TM	TYPE	POW.	ACC.	PP
	-	Flying	140	90	5
2nd turn attack					
Slam	TM	TYPE	POW.	ACC.	PP
	-	Normal	80	75	20
No special properties					
Slash	TM	TYPE	POW.	ACC.	PP
	-	Normal	70	100	15
Likely to become a critical hit					
Sleep Powder	TM	TYPE	POW.	ACC.	PP
	-	Grass	-	75	15
Puts opponent to Sleep					
Sleep Talk	TM	TYPE	POW.	ACC.	PP
	35	Normal	-	-	10
New! Randomly uses one of user's techniques when Asleep					
Sludge	TM	TYPE	POW.	ACC.	PP
	-	Poison	65	100	20
Added Effect: Poisons opponent (30% success)					
Sludge Bomb	TM	TYPE	POW.	ACC.	PP
	36	Poison	90	100	10
New! Added Effect: Poisons opponent (30% success)					
Smog	TM	TYPE	POW.	ACC.	PP
	-	Poison	20	70	20
Added Effect: Poisons opponent (40% success)					

Smokescreen	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	100	20
Reduces opponent's Accuracy					
Snore	TM	TYPE	POW.	ACC.	PP
	13	Normal	40	100	15
New! Added Effect: Oppt. Flinches (30% success). Use only while Asleep					
Softboiled	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	10
Refills 1/2 of HP Max/Field. Shares 1/5 of own HP with team					
Solar Beam	TM	TYPE	POW.	ACC.	PP
	22	Grass	120	100	10
2nd turn attack					
Sonicboom	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	90	20
Deals 20 damage, regardless of Type and Defense					
Spark	TM	TYPE	POW.	ACC.	PP
	-	Electric	65	100	20
New! Added Effect: Paralyzes opponent (30% success)					
Spider Web	TM	TYPE	POW.	ACC.	PP
	-	Bug	-	100	10
New! Opponent can't escape while user is in battle					
Spike Cannon	TM	TYPE	POW.	ACC.	PP
	-	Normal	20	100	15
Attacks 2-5 times in one turn					
Spikes	TM	TYPE	POW.	ACC.	PP
	-	Normal	15	85	20
New! Traps and attacks opponent continuously for 2-5 turns					
Spite	TM	TYPE	POW.	ACC.	PP
	-	Ghost	-	100	10
New! Reduces PP of opponent's last used move by 2-5					
Splash	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	40
Does absolutely nothing					
Spore	TM	TYPE	POW.	ACC.	PP
	-	Grass	-	100	15
Puts opponent to Sleep					
Steel Wing	TM	TYPE	POW.	ACC.	PP
	47	Steel	70	90	25
New! Added Effect: Raises user's Defense (10% success)					
Stomp	TM	TYPE	POW.	ACC.	PP
	-	Normal	65	100	20
Added Effect: Opponent Flinches (30% success)					
Strength	HM	TYPE	POW.	ACC.	PP
	1	Normal	80	100	15
Field: Allows you to push rocks					
String Shot	TM	TYPE	POW.	ACC.	PP
	-	Bug	-	95	40
Reduces opponent's Speed					
Struggle	TM	TYPE	POW.	ACC.	PP
	-	Normal	50	100	n/a
1/4 of damage also dealt to user. All Pokémon gain this when out of PP					
Stun Spore	TM	TYPE	POW.	ACC.	PP
	-	Grass	-	75	30
Paralyzes opponent					

TECHNIQUES: Submission - Whirlwind

Submission	TM	TYPE	POW.	ACC.	PP
	-	Fighting	80	80	25

1/4 of damage dealt is also dealt to user

Substitute	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	10

Creates clone with 1/4 of user's HP, clone blocks until K.O.'ed

Sunny Day	TM	TYPE	POW.	ACC.	PP
	11	Fire	-	-	5

New! Raises Power of Fire-type attacks for 5 turns

Super Fang	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	90	100

Reduces opponent's HP by 1/2

Supersonic	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	55	20

Confuses opponent

Surf	HM	TYPE	POW.	ACC.	PP
	3	Water	95	100	15

Field: Allows you to swim on water

Swagger	TM	TYPE	POW.	ACC.	PP
	34	Normal	-	90	10

New! Confuses opponent but greatly raises opponent's Attack

Sweet Kiss	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	75	10

New! Confuses opponent

Sweet Scent	TM	TYPE	POW.	ACC.	PP
	12	Normal	-	100	20

New! Reduces opponent's Evasion/Field: Attracts wild Pokémon

Swift	TM	TYPE	POW.	ACC.	PP
	39	Normal	60	-	20

Always hits (except during opponent's Dig, Fly, etc.)

Swords Dance	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	-	30

Greatly raises user's Attack

Synthesis	TM	TYPE	POW.	ACC.	PP
	-	Grass	-	-	5

New! Refills HP. Efficacy changes based on time of day

Tackle	TM	TYPE	POW.	ACC.	PP
	-	Normal	35	95	35

No special properties

Tail Whip	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	100	30

Reduces opponent's Defense

Take Down	TM	TYPE	POW.	ACC.	PP
	-	Normal	90	85	20

1/4 of damage dealt is also dealt to user

Teleport	TM	TYPE	POW.	ACC.	PP
	-	Psychic	-	-	20

Escape from wild Pokémon/Field: Return to last Pokémon Center

Thief	TM	TYPE	POW.	ACC.	PP
	46	Dark	40	100	10

New! Added Effect: Steals any item held by wild Pokémon

Thrash	TM	TYPE	POW.	ACC.	PP
	-	Normal	90	100	20

Attacks 2-3 turns in a row, then user becomes Confused

Thunder	TM	TYPE	POW.	ACC.	PP
	25	Electric	120	70	10

Added Effect: Paralyzes opponent (30% success)

Thunder Wave	TM	TYPE	STR.	ACC.	PP
	-	Electric	-	100	20

Paralyzes opponent

Thunderbolt	TM	TYPE	STR.	ACC.	PP
	-	Electric	95	100	15

Added Effect: Paralyzes opponent (10% success)

Thunderpunch	TM	TYPE	STR.	ACC.	PP
	41	Electric	75	100	15

Added Effect: Paralyzes opponent (10% success)

Thundershock	TM	TYPE	STR.	ACC.	PP
	-	Electric	40	100	30

Added Effect: Paralyzes opponent (10% success)

Toxic	TM	TYPE	STR.	ACC.	PP
	6	Poison	-	85	10

Opponent is Poisoned. Poison damage increases each turn

Transform	TM	TYPE	STR.	ACC.	PP
	-	Normal	-	-	10

User becomes copy of opponent, but keeps own stats

Tri Attack	TM	TYPE	STR.	ACC.	PP
	-	Normal	80	100	10

New Effect Added Effect: Paralyzes, Burns, or Freezes oppt. (20%)

Triple Kick	TM	TYPE	STR.	ACC.	PP
	-	Fighting	10	90	10

New! Attacks 3X in one turn. Power increases each turn until misses

Twineedle	TM	TYPE	POW.	ACC.	PP
	-	Bug	25	100	20

Attacks twice. Added Effect: Poisons opponent (20% success)

Twister	TM	TYPE	POW.	ACC.	PP
	-	Dragon	40	100	20

New! Added Effect: Opponent Flinches (20% success)

Vicegrip	TM	TYPE	POW.	ACC.	PP
	-	Normal	55	100	30

No special properties

Vine Whip	TM	TYPE	POW.	ACC.	PP
	-	Grass	35	100	10

No special properties

Vital Throw	TM	TYPE	POW.	ACC.	PP
	-	Fighting	70	100	10

New! Always attacks second, next attack will always hit

Water Gun	TM	TYPE	POW.	ACC.	PP
	-	Water	40	100	25

No special properties

Waterfall	HM	TYPE	POW.	ACC.	PP
	7	Water	80	100	15

Field: Can swim up waterfalls

Whirlpool	HM	TYPE	POW.	ACC.	PP
	6	Water	15	70	15

New! Traps and attacks oppt. for 2-5 turns/Field: Clears whirlpools

Whirlwind	TM	TYPE	POW.	ACC.	PP
	-	Normal	-	100	20

Changed Ends battle vs. wild Pokémon/forces oppt. to switch Pokémon

TECHNIQUES: Wing Attack - Zap Cannon

Wing Attack	TM	TYPE	POW.	ACC.	PP
	-	Flying	60	100	35
Powered Up No special properties					
Withdraw	TM	TYPE	POW.	ACC.	PP
	-	Water	-	-	40
Raises user's Defense					

Wrap	TM	TYPE	POW.	ACC.	PP
	-	Normal	15	85	20
Changed Traps and attacks opponent continuously for 2-5 turns					
Zap Cannon	TM	TYPE	POW.	ACC.	PP
	7	Electric	100	50	5
New! If it hits, Paralyzes opponent					

APPENDIX B: HM's

HM 01	BUY	Receive from Charcoal-maker's apprentice in Ilex Forest (page 30)			
	-	TYPE	POW.	ACC.	PP
Cut		Normal	50	95	30
	Regular attack/Field: Cuts small trees				

HM 05	BUY	Receive from Master Li at top of Sprout Tower (page 23)			
	-	TYPE	POW.	ACC.	PP
Flash		Normal	-	70	20
	Reduces opponent's Accuracy/Field: Lights up caves				

HM 02	BUY	Receive from woman by Cianwood City Gym after beating Chuck (page 50)			
	-	TYPE	POW.	ACC.	PP
Fly		Flying	70	95	15
	Attacks on 2nd turn/Field: Fly to areas you've already visited				

HM 06	BUY	Receive from Lance after clearing Team Rocket HQ (page 59)			
	-	TYPE	POW.	ACC.	PP
Whirlpool		Water	15	70	15
	Traps and attacks oppt. for 2-5 turns/Field: Clears whirlpools				

HM 03	BUY	Defeat the five trainers in the Ecruteak Dance Theater (page 12)			
	-	TYPE	POW.	ACC.	PP
Surf		Water	95	100	15
	Regular attack/Field: Allows you to swim on water				

HM 07	BUY	Find in Ice Path (page 63)			
	-	TYPE	POW.	ACC.	PP
Waterfall		Water	80	100	15
	Regular attack/Field: Can swim up waterfalls				

HM 04	BUY	Receive from a Sailor in Olivine City (page 17)			
	-	TYPE	POW.	ACC.	PP
Strength		Normal	80	100	15
	Regular attack/Field: Allows you to push rocks				

APPENDIX C: TM's

TM 01	BUY -	Prize for defeating Chuck at the Cianwood City Gym (page 50)
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Dynamic Punch	TYPE Fighting	POW. 100	ACC. 50	PP 5
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Whenever it hits, Confuses opponent

TM 02	BUY ¥2000	Receive from man in Ilex Forest (page 31)/Can then buy in Goldenrod City
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Headbutt	TYPE Normal	POW. 70	ACC. 100	PP 15
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Added Effect: Oppt. Flinches (30%)/Field: Knock Pokémon from trees

TM 03	BUY -	Receive from man in Celadon City mansion at night (page 85)
-------	----------	--

Curse	TYPE ???	POW. -	ACC. -	PP 10
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If used by Ghost, cuts own HP by 1/2, hurts opponent each turn

TM 04	BUY -	Found on Route 35 (page 38)
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Rollout	TYPE Rock	POW. 30	ACC. 90	PP 20
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Attacks for 5 turns. Power increases each turn until misses

TM 05	BUY -	Receive from man on Route 32 (page 24)
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Roar	TYPE Normal	POW. -	ACC. 100	PP 20
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Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon

TM 06	BUY -	Prize for defeating Janine at Fuchsia City Gym (page 87)
-------	----------	---

Toxic	TYPE Poison	POW. -	ACC. 85	PP 10
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Opponent is Poisoned. Poison damage increases each turn

TM 07	BUY -	Reward for returning Machine Part to Kanto Power Plant (page 83)
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Zap Cannon	TYPE Electric	POW. 100	ACC. 50	PP 5
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If it hits, Paralyzes opponent

TM 08	BUY ¥1000	Receive on Route 36 (page 41)/can then buy in Goldenrod City Dept. Store
-------	--------------	---

Rock Smash	TYPE Fighting	POW. 20	ACC. 100	PP 15
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Added Effect: Reduces oppt.'s Defense/Field: Smash rocks

TM 09	BUY -	Found in possession of Abra imported from Red/Blue/Yellow (page 105)
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Psych Up	TYPE Normal	POW. -	ACC. -	PP 10
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Oppt.'s moves with beneficial effects also affect your Pokémon

TM 10	BUY ¥3000	Receive from man at Lake of Rage (page 56)/Buy in Celadon Dept. Store
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Hidden Power	TYPE Normal	POW. -	ACC. 100	PP 15
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Type and Power changes depending on Pokémon using it

TM 11	BUY ¥2000	Reward in Goldenrod Radio Tower (page 61)/Buy in Celadon Dept. Store
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Sunny Day	TYPE Fire	POW. -	ACC. -	PP 5
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Raises Power of Fire-type attacks for 5 turns

TM 12	BUY -	Receive from woman in Guard House as you leave Ilex Forest (page 32)
-------	----------	---

Sweet Scent	TYPE Normal	POW. -	ACC. 100	PP 20
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Reduces opponent's Evasion/Field: Attracts wild Pokémon

TM 13	BUY -	Reward for healing Miltank on Route 39 (page 161)/Dark Cave (page 71)
-------	----------	--

Snore	TYPE Normal	POW. 40	ACC. 100	PP 15
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Added Effect: Oppt. Flinches (30% success). Use only while Asleep

TM 14	BUY 5500 Coins	Can be purchased as a prize in Goldenrod Game Corner (page 37)
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Blizzard	TYPE Ice	POW. 120	ACC. 70	PP 5
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Added Effect: Freezes opponent (10% success)

TM 15	BUY 7500 Coins	Can be purchased as a prize in Celadon Game Corner (page 85)
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Hyper Beam	TYPE Normal	POW. 150	ACC. 90	PP 5
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Can't do anything on turn after attack

TM 16	BUY -	Prize for defeating Pryce at the Mahogany Town Gym (page 59)
-------	----------	---

Icy Wind	TYPE Ice	POW. 55	ACC. 95	PP 15
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Added Effect: Reduces opponent's Speed (10% success)

TM 17	BUY ¥3000	Can be purchased at Celadon Department Store (page 85)
-------	--------------	---

Protect	TYPE Normal	POW. -	ACC. -	PP 10
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Protects from any attack. If used again, success % decreases

TM 18	BUY ¥2000	Found in level B1 of the Slowpoke Well (page 51)/Buy at Celadon Dept. Store
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Rain Dance	TYPE Water	POW. -	ACC. -	PP 5
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Raises Power of Water-type attacks for 5 turns

TM 19	BUY -	Prize for beating Erika at Celadon City Gym (page 85)
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Giga Drain	TYPE Grass	POW. 60	ACC. 100	PP 5
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Refills HP by half of damage dealt to opponent

TM 20	BUY -	Found in level B1 of the Burned Tower (page 51)
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Endure	TYPE Normal	POW. -	ACC. -	PP 10
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User survives with 1 HP. If used again, success % decreases

TM 21	BUY -	Only if Pokémon is mad/unhappy - receive from woman (Sundays only) in Goldenrod Dept. Store 5f (page 35)
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Frustration	TYPE Normal	POW. -	ACC. 100	PP 20
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Gains Power based on how unhappy user is

TM 22	BUY -	Found on Route 26 (page 72)
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Solar Beam	TYPE Grass	POW. 120	ACC. 100	PP 10
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2nd turn attack

TM 23	BUY -	Prize for defeating Jasmine at the Olivine City Gym (page 51)
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Iron Tail	TYPE Steel	POW. 100	ACC. 75	PP 15
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Added Effect: Reduces opponent's Defense (30% success)

TM 24	BUY -	Prize for defeating Clair at Blackthorn City Gym (page 65)
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Dragonbreath	TYPE Dragon	POW. 60	ACC. 100	PP 20
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Added Effect: Paralyzes opponent (30% success)

TM 25	BUY 5500 Coins	Can be purchased as a prize in Goldenrod Game Corner (page 37)			
Thunder	TYPE Electric	POW. 120	ACC. 70	PP 10	
Added Effect: Paralyzes opponent (30% success)					
TM 26	BUY -	Found in level 2F of Victory Road (page 74)			
Earthquake	TYPE Ground	POW. 100	ACC. 100	PP 10	
No special properties					
TM 27	BUY -	Can receive only on Sundays from woman in Goldenrod Dept. Store 5F (page 35)			
Return	TYPE Normal	POW. -	ACC. 100	PP 20	
Gains Power based on how happy user is					
TM 28	BUY -	Found in National Park area (page 39)			
Dig	TYPE Ground	POW. 60	ACC. 100	PP 10	
Attacks on 2nd turn/Field: Escapes from caves					
TM 29	BUY 3500 Coins	Receive in Saffron (page 78)/Prize in Celadon Game Center (page 85)			
Psychic	TYPE Psychic	POW. 90	ACC. 100	PP 10	
Added Effect: Reduces opponent's Special Defense (10% success)					
TM 30	BUY -	Prize for defeating Morty at the Ecruteak City Gym (page 41)			
Shadow Ball	TYPE Ghost	POW. 80	ACC. 100	PP 5	
Added Effect: Reduces oppt.'s Special Defense (20% success)					
TM 31	BUY -	Prize for defeating Falkner at Violet City Gym (page 22)			
Mud Slap	TYPE Ground	POW. 20	ACC. 100	PP 10	
Added Effect: Reduces opponent's Accuracy (10% success)					
TM 32	BUY 1500 Coins	Can be purchased as a prize in Celadon Game Corner (page 85)			
Double Team	TYPE Normal	POW. -	ACC. -	PP 15	
Raises user's Evasion					
TM 33	BUY ¥3000	Can be purchased in Goldenrod Department Store 5F (page 35)			
Ice Punch	TYPE Ice	POW. 75	ACC. 100	PP 15	
Added Effect: Freezes opponent (10% success)					
TM 34	BUY -	Found on level 5 of the Olivine City Lighthouse (page 48)			
Swagger	TYPE Normal	POW. -	ACC. 90	PP 10	
Confuses opponent but greatly raises opponent's Attack					
TM 35	BUY -	Found in level B2b of Goldenrod Underground (page 61)			
Sleep Talk	TYPE Normal	POW. -	ACC. -	PP 10	
Randomly uses one of user's techniques when Asleep					
TM 36	BUY -	Reward from Route 43 border guard for defeating Team Rocket (page 56)			
Sludge Bomb	TYPE Poison	POW. 90	ACC. 100	PP 10	
Added Effect: Poisons opponent (30% success)					
TM 37	BUY ¥2000	Receive from woman on Route 26 (page 72)/Buy in Celadon Dept. Store			
Sandstorm	TYPE Rock	POW. -	ACC. -	PP 10	
Hurts both Pokémon each turn, except Rock, Steel, & Ground-types					

TM 38	BUY 5500 Coins	Can be purchased as a prize in Goldenrod Game Corner (page 37)			
Fire Blast	TYPE Fire	POW. 120	ACC. 85	PP 5	
Added Effect: Burns opponent (10% success)					
TM 39	BUY -	Find in level B1 of the Union Cave (page 27)			
Swift	TYPE Normal	POW. 60	ACC. -	PP 20	
Always hits (except during opponent's Dig, Fly, etc.)					
TM 40	BUY -	Found in level 2Fb of Mt. Mortar (page 66)			
Defense Curl	TYPE Normal	POW. -	ACC. -	PP 40	
Raises user's Defense					
TM 41	BUY ¥3000	Can be purchased in Goldenrod Department Store 5F (page 35)			
Thunderpunch	TYPE Electric	POW. 75	ACC. 100	PP 15	
Added Effect: Paralyzes opponent (10% success)					
TM 42	BUY -	Receive from man in Viridian City (page 93)			
Dream Eater	TYPE Psychic	POW. 100	ACC. 100	PP 15	
Only hits Sleeping opponents. Gain HP equal to 1/2 damage dealt					
TM 43	BUY -	Found in corner north of Lake of Rage (page 57)			
Detect	TYPE Fighting	POW. -	ACC. -	PP 5	
Protects from any attack. If used again, success % decreases					
TM 44	BUY -	Found in level B2b of Ice Path (page 63)			
Rest	TYPE Psychic	POW. -	ACC. -	PP 10	
Recovers HP completely, user Sleeps for next two turns					
TM 45	BUY -	Prize for defeating Whitney at the Goldenrod City Gym (page 36)			
Attract	TYPE Normal	POW. -	ACC. 100	PP 10	
Prevents opposite sex opponent from attacking (50% success)					
TM 46	BUY -	Found in level B1 of Team Rocket headquarters (page 58)			
Thief	TYPE Dark	POW. 40	ACC. 100	PP 10	
Added Effect: Steals any item held by wild Pokémon					
TM 47	BUY -	Found in Rock Tunnel (page 81)/Get from woman on Route 28 (page 96)			
Steel Wing	TYPE Steel	POW. 70	ACC. 90	PP 25	
Added Effect: Raises user's Defense (10% success)					
TM 48	BUY ¥3000	Can be purchased in Goldenrod Department Store 5F (page 35)			
Fire Punch	TYPE Fire	POW. 75	ACC. 100	PP 15	
Added Effect: Burns opponent (10% success)					
TM 49	BUY -	Prize for defeating Bugsy in Azalea Town Gym (page 29)			
Fury Cutter	TYPE Bug	POW. 10	ACC. 95	PP 20	
If used consecutively, Power doubles each turn until misses					
TM 50	BUY -	Deliver the Goldenrod border guard's Spearow to Route 31 (page 37)			
Nightmare	TYPE Ghost	POW. -	ACC. 100	PP 15	
Use only while opponent sleeps. Deals damage every turn					

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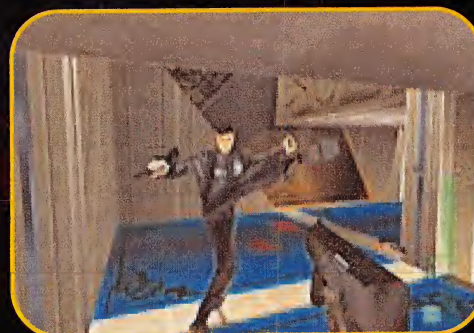
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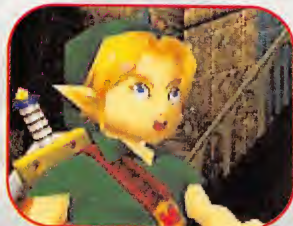
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THE LEGEND OF ZELDA®: MAJORA'S MASK™

OFFICIAL PERFECT GUIDE™
FROM VERSUS BOOKS™

16 DEFEAT THE LIZARDOS



A pair of Lizardos ambush you in this room, but they're nothing you can't handle. You can use tried and true techniques, or nail them with Fire Arrows before they swing for a two-shot kill.



These two fairies couldn't be easier to get. One rises from each of the fallen Lizardos.

THE BEST EXPLANATION OF
WHATS GOING ON ANY TIME!



ULTRA-
DETAILED
MAPS
OF EVERY
AREA!

With over 2.5 million copies of the Legend of Zelda®: Ocarina of Time™ already sold, Nintendo has forecast The Legend of Zelda®: Majora's Mask™ to sell over 2 million copies in North America!!

Wrought full of colorful creatures, parallel dimensions and multiple journeys, The Legend of Zelda: Majora's Mask is an incredibly awesome RPG from a strong and proven franchise.

This is the definitive guide for anyone who wants to get through the game on their own terms. Versus Books allows for all available game options to be explored rather than provide gamers with only one linear path through the game. The authors at Versus Books are always detail oriented offering incredibly in-depth maps and dazzling graphics.

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Gold/Silver Calendar of Events

Event
Occurs

Event Does
Not Occur

Sun. Mon. Tue. Wed. Thu. Fri. Sat.

Bug-Catching Contest
held in National Park

Elder Brother is at Goldenrod
Tunnel Pokémon Salon

Younger Brother is at Goldenrod
Tunnel Pokémon Salon

Goldenrod Tunnel Pharmacy is
Open

Goldenrod Tunnel Trinket Shop
is Open (morning only)

Lapras appears in Union Cave

Clefary dance at Mt. Moon
(evening only)

Pokémon Music Radio Station
plays Pokémon Lullaby

Pokémon Music Radio Station
plays Pokémon March

Lucky Number Radio Program
picks new number

Once-a-Week Sibling:
Sunny appears on Route 37

Once-a-Week Sibling:
Monica appears on Route 40

Once-a-Week Sibling:
Tuscany appears on Route 29

Once-a-Week Sibling:
Wesley appears at Lake of Rage

Once-a-Week Sibling:
Arthur appears on Route 36

Once-a-Week Sibling:
Frieda appears on Route 32

Once-a-Week Sibling:
Santos appears in Blackthorn

S.S. Aqua departs from
Olivine to Vermilion

S.S. Aqua departs from
Vermilion to Olivine

Rival appears in Dragon's Den
(after defeat at Mt. Moon)

Rival appears in Indigo Plateau
(after defeat at Mt. Moon)

Combat Type Chart

The key to a quick victory in any battle, whether against a computer opponent or one of your friends, is to use the right Pokémon type against your competitor. Refer to this chart frequently! Knowing how the types interact is the key to becoming a master Pokémon trainer.

	Normal	Fire	Water	Electric	Grass	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon	Dark	Steel
Normal													Weak	Can't Hit			Weak
Fire		Weak	Weak		Strong	Strong						Strong	Weak		Weak		Strong
Water		Strong	Weak		Weak				Strong				Strong		Weak		
Electric			Strong	Weak	Weak				Can't Hit	Strong					Weak		
Grass		Weak	Strong		Weak			Weak	Strong	Weak		Weak	Strong		Weak		Weak
Ice		Weak	Weak		Strong	Weak			Strong	Strong					Strong		Weak
Fighting	Strong					Strong		Weak		Weak	Weak	Weak	Strong	Can't Hit		Strong	Strong
Poison					Strong			Weak	Weak				Weak	Weak			Can't Hit
Ground		Strong		Strong	Weak			Strong		Can't Hit		Weak	Strong				Strong
Flying				Weak	Strong		Strong					Strong	Weak				Weak
Psychic							Strong	Strong			Weak					Can't Hit	Weak
Bug		Weak			Strong		Weak	Weak		Weak	Strong			Weak		Strong	Weak
Rock		Strong				Strong	Weak		Weak	Strong		Strong					Weak
Ghost	Can't Hit										Strong			Strong		Weak	Weak
Dragon															Strong		Weak
Dark							Weak				Strong			Strong		Weak	Weak
Steel		Weak	Weak	Weak		Strong							Strong				Weak

Attacking Type

Damage Modifiers:

Strong x 2 (Double damage)

Weak x 0.5 (Half damage)

Can't Hit x 0 (No damage)

Critical Hit x 2 (Double damage)

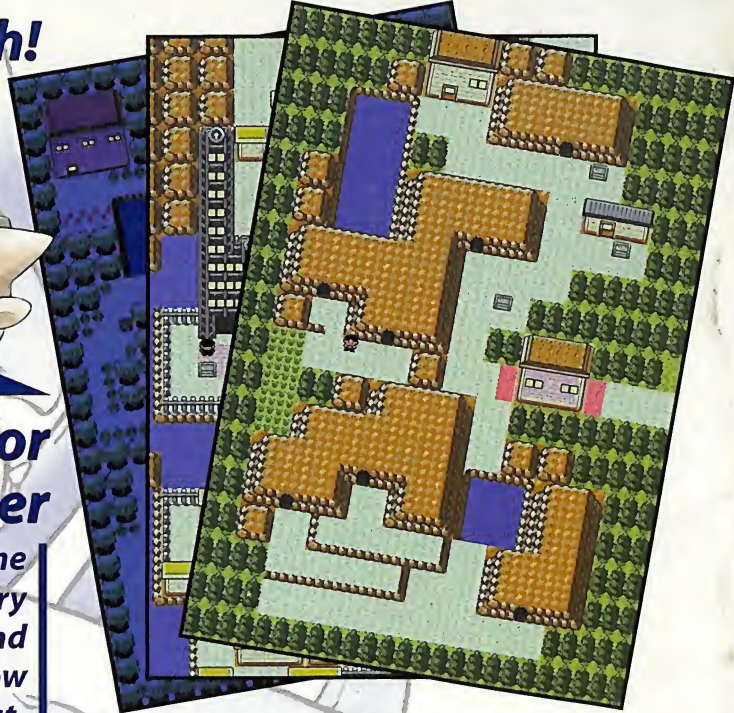
Skill is same type as user x 1.5 (Plus 50% damage)

*If a Pokémon has two types, attacks get a 25% (x 1.25) bonus. Normal attacks do not get a same-type bonus.

Detailed Maps and Walk-through!



Our complete walk-through features maps of every game area, from start to finish! Every item and trainer is listed, every Gym is extensively covered, and every secret is described in-depth!



1	Ian P192	3	Gina P240
	Mankey Level 10		Hoppip Level 09
	Diglett Level 12		Hoppip Level 09
2	Samuel P128	4	Peter P192
	Rattata Level 07		Pidgey Level 09
	Sandshrew Level 10		Pidgey Level 09
	Spearow Level 08		Spearow Level 12
	Spearow Level 08		

Full Rosters for Every Trainer

Only Versus Books lists the rosters of virtually every trainer you'll face in Gold and Silver. Now you'll know how to prepare for difficult battles, and how to avoid the ones you just can't win.

Exact Appearance Ratios for Every Game Area!



Know at a glance which Pokémon appear in each area, in which versions, and at what times of day. Get the exact odds of running into the Pokémon that you need to catch.

Route 42 (Gold Version)	Morning	Day	Night
Hoothoot	-	-	40%
Spearow	35%	25%	-
Mankey	25%	25%	25%
Mareep	25%	35%	25%
Flaaffy	15%	15%	15%
Zubat	-	-	35%

Detailed Explanations of All of Gold & Silver's Mysteries

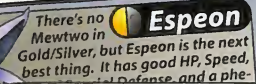
The Q&A section gives you the answers to all of your Gold/Silver questions. Learn the new ways to evolve, the secrets of Breeding, the tricks to catching Legendary Pokémon.

How Can I Catch Raikou, Suicune, and Entei?

Catching Raikou, Entei, and Suicune can be a grueling ordeal. But once you've spotted each member of this trio of wandering Legendary Pokémon, there's a definite science to making them yours.

How Can I Get Both New Eevee Evolutions?

There's no Mewtwo in Gold/Silver, but Espeon is the next best thing. It has good HP, Speed, and a high defense, and a phenomenal attack.



There are two new evolutions for Eevee in Gold and Silver: Espeon and Umbreon. Both evolve based on mood, so you'll need to pamper your Eevee for a long time to get either (see page 11). When your Eevee is in the best mood possible, it will evolve the next time it levels up.

How Can I Make Chansey, Golbat and Togepi Evolve?

#169 Crobat

#176 Togetic

#242 Blissey

Other Pokémon That Evolve by Mood

